



THE
EXPLANATION
OF THE
FRONTISPIECE.

*Illiards from Spain at first deriv'd its Name,
Both an ingenious, and a cleanly Game.*

*One Gamester leads, (the Table green as Grass)
And each, like Warriors, strive to gain the Pass.
But in the Contest, e'er the Pass be won,
Hazzards are many into which they run.*

*Thus while we play, on this Terrestrial Stage,
Nothing but Hazzard doth attend each Age.*

*Next here are Hazzards play'd another Way,
By Box and Dice ; 'tis Hazzard is the Play.
The Bully Rock, with mangy Fist, and Pox,
Juffles some out, and then takes up the Box.
He throws the Main, and cries, Who comes at
Sev'n.*

*Thus, with a dry Fist, nicks it with Elev'n.
If out, he raps out Oaths I dare not tell,
Hot, piping out, and newly come from Hell.
Old Nick o'er-bearing, by a Palming-trick,
Seizes the Gamester, thus the Nick's nickt.*

*N' o' t' Irish, or Back-Gammoners we come,
Who wish their Money, with their Men, safe
home :*

A

But

The Explanation of the Frontispiece.

*But, as in War, so in this subtle Play,
The stragling Men are ta'en up by the Way.
By ent'ring then, one reinforceth more,
It may be, to be lost, as those before.
By Topping, Knapping, and foul Play, some win;
But those are Losers, who so gain by Sin.*

*After these Three the Cock-Pit clames a Name;
A Sport gentile, and call'd a Royal Game.
Now see the Gallants, crowd about the Pit,
And most are stock'd with Money, more than Wit;
Else sure they would not, with so great a Stir,
Lay Ten to One, on a Cock's faithless Spur.*

*Lastly, observe the Women, with what Grace,
They sit, and look their Partners in the Face.
Who, from their Eyes, shoot Cupid's fiery Darts,
Thus make them lose, at once, their Game and
Hearts.*

*Their white soft Hands, (whene'er the Cards
they cut)
Make the Men wish to change the Game to Putt.
The Women know their Thoughts, then cry,
Enough,*

*Let's leave off Whist, and go to Putt, or Ruff.
Ladies, don't trust your Secrets in that Hand,
Who can't their own (to their great Grief)
command.*

*For this, I will assure you, if you do,
In Time you'll lose your Ruff and Honour too.*



THE
Compleat Gamester:
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INSTRUCTIONS
For Playing at above
Twenty several GAMES
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CARDS;
WITH

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CHERY, COCK-FIGHTING, and BOWLING.

THE SIXTH EDITION, with ADDITIONS.


L O N D O N :

Printed for J. WILFORD at the *Three Golden
Flower-de-Luces* in *Little Britain*. 1726.



THE
EPISTLE
TO THE
READER.

READER,

 Was once resolved to have let this ensuing Treatise have stepp'd naked into the World, without so much as the least Rag of an Epistle to defend it a little from the cold Welcome it may meet with in its Travels; but knowing that not only Custom expects, but Necessity requires it, give me Leave to shew you the Motives inducing to this present Publication.

It is not (I'll assure you) any private Interest of my own, that caus'd me to adventure on this Subject, but the Delight and Benefit of every individual Person; Delight to such, who will pass away their spare Minutes

To the R E A D E R.

nutes in harmless Recreation, if not abused ; and Profit to all, who by inspecting all manner of *Games* may observe the Cheats, and Abuses, and so be armed against the Injuries that may accrue thereby.

CERTAINLY there is no Man so severe to deny the Lawfulness of Recreation : There was never any *Stoick* found so cruel, either to himself, or Nature, but at some Time or other he would unbend his Mind, and give it Liberty to stray into some more pleasant Walks, than the miry heavy Ways of his own sour wilful Resolutions. You may observe, the Heathen Sages of the first World founded with their Laws, their Feasts ; with their Labours, their Olympicks ; with their Warfare, their Triumphs. Nay, at this Day, the severest *Dionysian-Pedagogue* will give his Scholars their *Play-Days*, and Breakings up, with a *Horum misereve laborum. Fessum quies plurimum juvat*. And the most covetous Masters will tye their Servants but to certain Hours ; every Toil exacting as *ex officio*, or out of Duty, some Time for

To the R E A D E R.

for Recreation. I my self have observed, in the Course of many Men, of exceeding strict Lives and Conversation, to whom although Severity of Profession, Infirmary of Body, Extremity of Age, or such like, have taken away all actual Recreation ; yet have their Minds begot unto themselves some Habit or Customs of Delight, which have in as large a measure given Contentment, whether they were their own, or borrowed; as if they had been the sole Actors of the same. Furthermore, Recreation is not only lawful but necessary.

*Interpene tuis interdum gaudia curis,
Ut possis animi quemvis sufferre laborem.*

So intermix your Care with Joy, you may
Lighten your Labour by a little Play.

Now what Recreation this should be, I cannot prescribe, nor is it requisite to confine any to one Sort of Pleasure, since herein Nature takes to herself an especial Prerogative ; for what to one is most pleasant, to another is most offensive ; some seeking to satisfy the Mind, some the Body, and others both, in a joint Motion. To
this

To the R E A D E R.

this End I have laid before you, what Variety of Pastimes I could collect for the Present, leaving the rest (as you like these) to be supply'd hereafter. Mistake me not, it is not my Intention to make *Gamesters* by this Collection, but to inform all, in Part, how to avoid being cheated by them.

To conclude, Let me advise you; if you play (when your Business will permit) let not a covetous Desire of winning another's Money engage you to the Losing your own; which will not only disturb your Mind, but by the Disreputation of being a *Gamester*, if you lose not your Estate, you will certainly lose your Credit and good Name, than which there is nothing more valuable.

Thus hoping you will be thus advised, and will withal excuse my Errors, I shall ever study how to subscribe myself a Well-willer to all Men.

CON-



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THE



T H E

Compleat Gamester.

Of GAMING in General.

GAMING is an enchanting witchery, gotten betwixt *Idleness* and *Avarice*: An itching Lilease, that makes some scratch the Head, whilst others, as if they were bitten by a *Tarantula*, are laughing themselves to death: Or lastly, It is a paralytical distemper, which seizing the Arm, the Man cannot chuse but shake his Elbow. It hath this ill property above all other Vices, that it renders a Man incapable of prosecuting any serious Action, and makes him always unsatisfied with his own Condition; he is either lifted up to the top of mad Joy with
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SUC-

Success, or plung'd to the bottom of Despair by Misfortune, always in Extrems, always in a Storm; this Minute the Gamester's Countenance is so serene and calm, that one would think nothing could disturb it, and the next Minute so stormy and tempestuous, that it threatens Destruction to itself and others; and as he is transported with Joy when he wins; so losing, he is tost upon the Billows of a high swelling Passion, till he hath lost sight both of Sense and Reason.

I have seen some Dogs bite the Stone which Boys have thrown at them, not regarding whence they were flung; so I have seen a losing Gamester greedily gnawing the innocent Box, and sometimes tearing it to pieces as an Accessary to his throwing out; nor must the Dice go unpunished for not running his *Chance*, and therefore in rage are thrown on the Ground to be kick'd to and fro by every Body; and at last look'd upon no other than the fit Companions to every faucy *Skip-jack*.

THEN fresh Dice are called for, thinking they will prove more kind than the former; or as if they believed some were good-natur'd, others bad, and that every Sale produced a different Disposition. these run cross too, the Box-keeper shall not go without a horrid Execration, if he
nothi

nothing else but that he look'd strictly to the Cast, it may be conceiving that his very Eyes were capable of making them turn to his Disadvantage. This restless Man (the miserable Gamester) is the proper Subject of every Man's Pity. Restless I call him, because (such is the itch of Play) either winning or losing he can never rest satisfied; if he wins, he thinks to win more; if he loses he hopes to recover. To this Man's Condition the Saying of *Hannibal* to *Marcellus* may be fitly applied, that *nec bonam, nec malam fortunam ferre potest*, he could not be quiet either Conqueror or Conquered. Thus have I heard of some who with Five Pounds have won Four Hundred Pounds in one Night, and the next Night have lost it to a Sum not half so much; others who have lost their Estates, and won them again with addition, yet could not be quiet till they lost them irrecoverably.

AND therefore fitly was that Question propounded, *Whether Men in Ships at Sea were to be accounted among the living or the dead, because there were but few Inches between them and drowning.* The same quere may be made of great Gamesters, tho' their Estates be never so considerable, Whether they are to be esteemed poor or rich, since there are but few Casts at Dice betwixt a rich Man (in that Circumstance) and a Beggar?

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NOW

NOW since Speculation will not be convincing unless we shew some of the modern Practice; we must therefore lay our *Scene* at an *Ordinary*, and proceed to Action: Where *note*, an *Ordinary* is a handsome House, where every day about the Hour of Twelve, a good Dinner is prepared by way of *Ordinary*, composed of variety of Dishes in season, well dress'd, with all other Accommodations fit for that purpose; whereby many Gentlemen, of great Estates and good Repute, make this Place their resort, who after Dinner play a while for Recreation, both moderately and commonly, without deserving Reproof: But here is the Mischief, the best Wheat will have Tares growing among it, Rooks and Daws will sometimes be in the Company of Pigeons; nor can real Gentlemen now-a-days so exclude themselves from the society of such as are pretendedly so, but that they oftentimes mix Company, being much of the same Colour and Feather, and by the Eye undistinguishable.

IT is reported of the *Polypus* (a Fish) that it will conform itself to the Colour of what is nearest, for Security and Advantage: And so do these pretended Gentlemen attire themselves in what is both genteel and fashionable, that under that disguise they may with more facility riggle themselves
into

into the Society of such worthy Persons, out of whom they intend to squeeze some sums of Moneys by *Cards, Dice*, or other-ways.

THESE Rooks can do little harm in the day-time at an *Ordinary*, being forc'd to play upon the *Square*, although now and then they make an advantage, when the *Box-keeper* goes with him, and then the Knave and Rascal will violate his Trust for Profit, and lend him (when he sees good) a *Tickler* shall do his Business; but if discover'd, the *Box-keeper* ought to be soundly kick'd for his pains: Such Practices, and sometimes the *Box-keeper's* connivances, are so much us'd of late, that there is nothing near that fair-play in an *Ordinary*, as formerly.

THE Day being shut in, you may properly compare this Place to those Countries which lie far in the North, where it is as clear at mid-night as at noon-day: And tho' it is a House of Sin, yet you cannot call it a House of Darkneis, for the Gentles never go out till Morning, unless the sudden fury of a losing Gamester make them exting.

THIS is the time (when ravenous Bea usually seek their Prey) wherein come shoals of *Huffs, Hectors, Setters, Silts, Pads Biters, Divers, Lifiers, Filers, Budgies, Drop-*

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pers,

6 *Of Gaming in General.*

pers, *Cross-biters*, &c. and these may all pass under the general and common appellation of *Rooks*. And in this particular, an *Ordinary* serves as a Nursery for *Tyburn*; for if any one will put himself to the trouble of Observation, he shall find, that there is seldom a Year wherein there are not some of this Gang hung as *precious Jewels* in the *Har* of *Tyburn*: Look back and you will find a great many gone already, God knows how many are to follow.

THESE *Rooks* are in continual Motion, walking from one Table to another, till they can discover some unexperienc'd young Gentleman, Cashier or Apprentice, that is come to this *School of Virtue*, being unskill'd in the Quibbles and Devices there practised; these they call *Lambs*, or *Colls*: Then do the *Rooks* (more properly called *Wolves*) strive who shall fasten on him first, following him close, and engaging him in some advantageous Bets, and at length worry him, that is, get all his Money; and then the *Rooks* (Rogues I should have said) laugh and grin, saying, *the Lamb is bitten*.

SOME of these *Rooks* will be very importunate to borrow Money of you without any intention to pay you; or to go with you Seven to Twelve, half a Crown or more, whereby without a very great Chance (ten to one or more) he is sure to win: If you
are

are sensible hereof, and refuse his Proposition, they will take it so ill, that if you have not an especial care they will pick your Pocket, nimb your Gold or Silver Buttons off your Cloak or Coat; or it may be draw your silver-hilted Sword out of your Belt without discovery, especially if you are eager upon your Cast, which is done thus; the silver Buttons are strung, or run upon Cat-guts fastened at the upper and neather end; now, by ripping both ends very ingeniously (as they call it) give it the gentle pull, and so rub off with the Buttons; and if your Cloak be loose, 'tis ten to one but they have it.

BUT that which will most provoke (in my Opinion) any Man's Rage to a just Satisfaction, is their throwing many times at a good Sum with a dry *Fist* (as they call it) that is, if they *nick* you, 'tis theirs; if they lose, they owe you so much, with many other quilllets: Some I have known so abominably impudent, that they would snatch up the Stakes, and thereupon instantly draw, saying, *if you will have your Money, you must fight for it, for he is a Gentleman and will not want; however if you will be patient, he will pay you another time.* If you are so tame to take this, go no more to the Ordinary; for then the whole Gang will be ever and anon watching an opportunity to

S *Of Gaming in General.*

make a *Mouth* of you in the like Nature. If you nick them, 'tis odds if they wait not your coming out at Night and beat you : I could produce you an hundred Examples of this kind ; but they will rarely adventure, unless they are back'd with some *Bully Bluffs*, and *Bully-Rocks*, and others whose Fortunes are as desperate as their own. We need no other Testimony to confirm the Danger of associating with these *Anthropophagi* or Man-eaters, than *Lincolns-Inn Fields*, whilst *Speering's Ordinary* was kept in *Bell-Yard* ; and that you need not want a pair of Witnesses for the proof thereof, take in also *Covent-Garden*.

NEITHER is the House itself to be exempted, every Night almost, some one or other, who either heated with Wine, or made cholerick with the loss of his Money, raises a Quarrel, Swords are drawn, Box and Candlesticks thrown at one-anothers Head, Tables overthrown, and all the House in such a Carboyl, that it is the perfect Type of Hell. Happy is the Man now that can make the frame of a Table or Chimney-corner his Sanctuary ; and if any are so fortunate to get to the Stair-head, they will rather hazard the breaking of their own Necks than have their Souls push'd out of their Bodies in the dark by they know not whom.

I once observed one of the *Desperadoes* of the Town (being half drunk) to press a Gentleman very much (at Play) to lend him a Crown, the Gentleman refus'd him several times, yet still the Borrower persisted, and holding his Head somewhat too near the *Caster's* Elbow, it chanced to hit his Nose, the other thinking it to be affront enough to be denied the loan of Money without this slight touch on the Nose, drew, and stepping back (unawares to the Gentleman) made a full Pass at him, intending to have run him through the Body; but his drunkenness misguided his Hand so that he ran him only through the Arm: This put the House into so great a Confusion and Fright, that some fled, thinking the Gentleman slain. This wicked Miscreant thought not this sufficient, but tripping up his Heels, pinn'd him, as he thought, to the Floor; and after this, takes the Gentleman's silver-hilted Sword, leaving his in the Wound, and with a *Grand-Jury* of *Dammes* (which may hereafter find him guilty at the *Great Tribunal*) bid all stand off if they lov'd their Lives, and so went clear off with Sword and Liberty; but was (notwithstanding the Gentleman's recovery) compell'd to make what Satisfaction he was capable of making; besides a long Imprisonment; and was not

long abroad before he was apprehended for *Burglary*, committed, condemned, and justly executed.

————— *Fatebere tandem*

*Nec surdum, nec Tiresiam quenquam esse
Deorum.*

But to proceed on as to Play : Late at Night, when the Company grows thin, and your Eyes dim with watching, false Dice are frequently put upon the Ignorant, or they are otherwise cheated by *Topping, Slurring, Stabbing*, &c. and if you be not careful and vigilant, the Box-keeper shall score you up double or treble Boxes, and tho' you have lost your Money, dun you as severely for it, as if it were the justest Debt in the World.

THE more subtle and genteeler sort of *Recks* (as aforesaid) you shall not distinguish by their outward demeanor from Persons of Condition ; these will sit by a whole Evening, and observe who wins ; if the winner be *bubbleable*, they will insinuate themselves into his Company, by applauding his Success, advising him to leave off whilst he is well ; and lastly, by civilly inviting him to drink a Glass of Wine, where having well warm'd themselves, to make him more than half drunk, they wheedle him into Play ; to which if he condescend, he shall quickly have no Money left in his Pocket,

Pocket, unless per chance a Crown the rooking Winner lent him in courtesie to bear his Charges homewards.

THIS they do by false Dice, as High-Fulhams 4, 5, 6. Low-Fullams; 1, 2, 3. By Bristle-Dice, which are fitted for that purpose, by sticking a Hog's-bristle so in the corners, or otherwise in the Dice, that they shall run high or low as they please; this Bristle must be strong and short, by which means the Bristle bending, it will not lie on that side, but will be tript over; and this is the newest Way of making a high or low *Fullam*: The old Ways are by drilling them and loading them with Quick-silver; but that Cheat may be easily discovered by their Weight, or holding two Corners between your Fore-finger and Thumb, if holding them so gently between your Fingers they turn, you may then conclude them false; or you may try their falshood otherwise by breaking or splitting them: Others have made them by filing and rounding; but all these Ways fall short of the Art of those who make them; some whereof are so admirably skilful in making a Bale of Dice to run what you would have them, that your Gamesters think they never give enough for their Purchase, if they prove right. They are sold in many Places about the Town; Price current, (by the help

help of a Friend) eight Shillings, whereas an ordinary Bale is sold for six Pence ; for my part, I shall tell you plainly, I would have those Bales of false Dice to be sold at the Price of the Ears of such destructive Knaves that made them.

ANOTHER Way the Rook hath to cheat, is first by *Palming*, that is, he puts one Dye into the Box, and keeps the other in the hollow of his little Finger, which noting what is uppermost when he takes him up, the same shall be when he throws the other Dye, which runs doubtfully any Cast. Observe this, that the bottom and top of all Dice are seven ; so that if it be 4 above, it must be 3 at the bottom ; so 5 and 2. 6 and 1. Secondly, By *Topping* ; and that is, when they take up both Dice and seem to put them in the Box, and shaking the Box, you would think them both there, by reason of the rattling occasioned by the screwing of the Box, whereas one of them is at the top of the Box between his two Fore-fingers, or secured by thrusting a Fore-finger into the Box. Thirdly, By *Slurring*, that is, by taking up your Dice, as you will have them advantageously lie in your Hand, placing the one a-top the other, not caring if the uppermost run a Mill-stone (as they use to say) if the undermost run without turning ; and therefore a smooth
I
Table

Table is altogether requisite for this purpose ; on a rugged rough Board it is a hard matter to be done ; whereas on a smooth Table (the best are rubb'd over with Beeswax to fill up all Chinks and Crevises) it is usual for some to slur a Dye two Yards or more without turning. Fourthly, By *Knapping*, that is, when you strike a Dye dead that it shall not stir, this is best done within the Tables ; where note, there is no securing but of one Dye, although there are some who boast of securing both : I have seen some so dexterous at *Knapping*, that they have done it through the handle of a quart Pot, or over a Candle and Candlestick : But that which I most admired, was throwing through the same less than Ames Ace with two Dice upon a Groat held in the left Hand on the one side of the Handle a Foot distance, and the Dice thrown with the right Hand on the other.

LASTLY, By *Stabbing*, that is, having a smooth Box, and small in the bottom, you drop in both your Dice in such manner as you would have them sticking therein by reason of its narrowness, the Dice lying one upon another ; so that turning up the Box, the Dice never tumble ; if a smooth Box, if true, but little ; by which means you have bottom according to the tops you put in ; for Example, If you put in your Dice

so that two *fives* or two *fours* lie a-top, you have in the bottom turn'd up two *two's*, or two *treys* ; so if Six and an Ace a-top, a Six and an Ace at bottom.

NOW, if the Gentleman be past that *Classis* of Ignoramusses, then they effect their purpose by Cross-biting, or some other dexterity, of which they have all variety imaginable. A Friend of mine wondering at the many Sights a noted Gamester had to deceive, and how neatly and undiscoverably he managed his Tricks, wondering withal he could not do the like himself, since he had the same Theory of them all, and knew how they were done ; O young Man, replied the Gamester, there is nothing to be attain'd without Pains ; wherefore had you been as laborious as myself in the Practice hereof, and had sweated at it as many cold Winter Mornings in your Shirt as I have done in mine, undoubtedly you would have arrived at the same Perfection.

HERE you must observe, that if these *Rooks* think they have met with a sure Bubble, they will purposely lose some small Sum at first, that they may engage him the more freely to bleed (as they call it) which may be at the second, if not, beware of the third meeting, which under the notion of being very merry with Wine and good Cheer, they will make him pay for the roast.

CON-

CONSIDER the further inconveniences of Gaming as they are rank'd under these Heads.

FIRST, If the House find you free to Box and a constant *Caster*, you shall be treated with Suppers at Night, and a Cawdle in the Morning, and having the Honour to be stiled a Lover of the House, whilst your Money lasts, which certainly cannot be long; for here you shall be quickly destroy'd under pretence of Kindness, as Men were by the *Lamiæ* of old; which you may easily gather, if from no other Consideration than this; that I have seen three Persons sit down at twelve-penny *In. and In*, and each draw forty Shillings a-piece in less than three Hours, the Box hath had three Pounds, and all the three Gamesters have been losers.

SECONDLY, Consider how many Persons have been ruined by Play; I could nominate a great many, some who have had great Estates have lost them; others having good Employments, have been forced to desert them and hide themselves from their Creditors in some foreign Plantation, by reason of those great Debts they had contracted through Play.

THIRDLY, This course of Life shall make you liable to so many Affronts, and manifold Vexations, as in time may breed
Distraction.

Distraction. Thus a young Fellow, not many years since, had by strange Fortune, run up a very small Sum to a thousand Pounds, and thereupon put himself into a Garb accordingly, but not knowing when he was well, fell to play again, Fortune turn'd, he lost all, ran mad, and so died.

FOURTHLY, Is it not extreme Folly for a Man that hath a competent Estate, to play whether he or another Man shall enjoy it, and if his Estate be small, then to hazard even the loss of that and reduce himself to absolute beggary; I think it madness in the highest Degree. Besides, it hath been generally observed, that the loss of one hundred Pounds shall do you more prejudice in disquieting your Mind, than the gain of two hundred Pounds should do you good, were you sure to keep it.

FIFTHLY, Consider not only your loss of Time which is invaluable, *Nulla major est jactura quam temporis amissio*, but the damage also the very Watching brings to your Health, and in particular to the Eyes, confirmed by this Distick.

(Et Ignis,
Allia, Vina, Venus, Fumus, Faba, Lumen
Ista nocent oculis, sed vigilare magis.

(and Light,
Garlick, Wine, Women, Smoak, Beans, Fire,
Do hurt the Eyes, but Watching more the
(Sight.

LASTLY, The further ill Consequences of Gaming may be seen in the following considerable Instances well vouched; tho' to prevent disgust, or drawing a blemish upon any Family, I shall wave the mention of the Owners Names, and the Towns where the Estates lie: However, the County may be inoffensively set down, with some Marks of Time

To begin: A Gentleman in the County of *Essex*, play'd away an Estate above the Value of 2000 l. *per Annum*.

AN Estate of 3000 l. *per Annum* in *Yorkshire*, lost the same Way.

A considerable Estate in *Huntingdonshire* lost.

TWELVE hundred Pounds a Year in *Berkshire* play'd for at Bowls in an Afternoon: And when the Moiety was lost, the other half, ventur'd on a single Game, was given up for gone, and most surprizingly recover'd by a Bowl thrown away in Despair.

N. B. The foregoing Instances happen'd in the Reign of King Charles II. at which time the Legislature being very sensible of the destructive

destructive Consequence of this Practice, made some Provision against it by an Act 16 Car. II. cap. 6.

AN Estate in *Kent*, of no small bulk, lost at Play since the Year 1700.

SEVERAL thousand Pounds lost, and a great Estate dipt in *Suffolk*.

A Person of **Quality**, living not long since, (the late E. of O.) lamentably exhausted by this **Diversion**.

I shall now conclude with a penitential Sonnet, written by a Lord (a great Gamester, a little before his **Death**) which was in the Year 1580.

*By loss in Play, Men oft forget
the Duty they do owe
To him that did bestow the same,
and thousands Millions more.
I loath to hear them swear and stare
when they the Main have lost,
Forgetting all the Byes that were
with God and Holy Ghost :
By Wounds and Nails they think to win,
but truly 'tis not so ;
For all their frets and fumes in Sin,
they Moneyless must go.
There is no Wight that us'd it more
than he who wrote this Verse,
Who cries Peccavi now therefore,
his Oaths his Heart do pierce.*

There

Therefore Example take by me
that curse the luckless time,
That ever Dice mine Eyes did see,
which bred in me this Crime.

Lord, pardon me for what is past,
I will offend no more,
In this most vile and sinful Cast,
which I will still abhor.

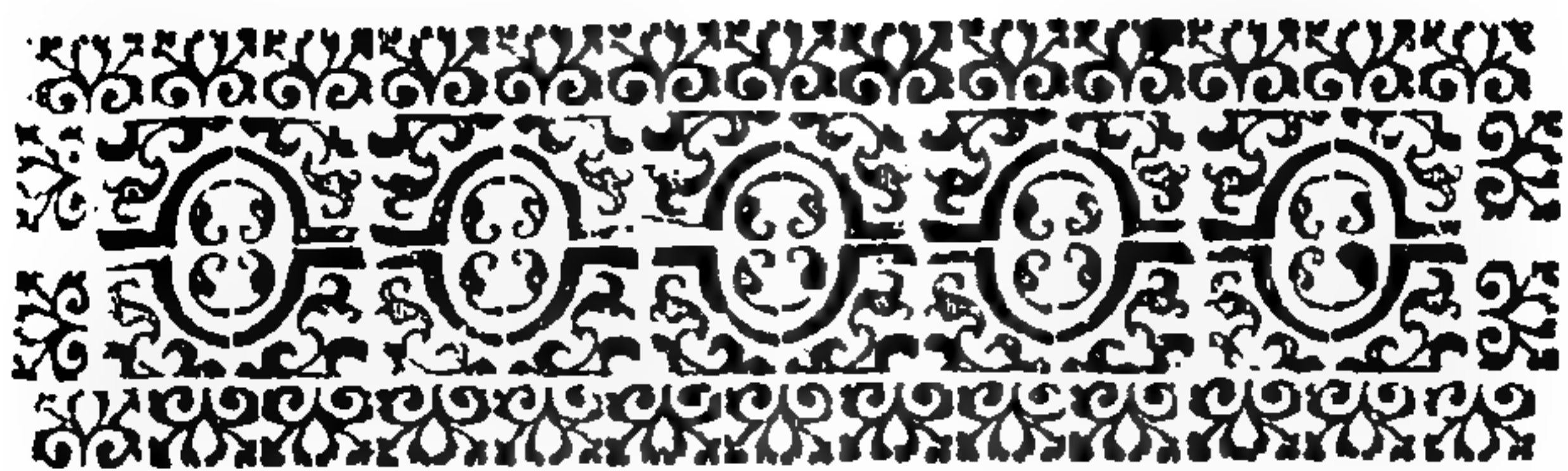


The Character of a GAMESTER.

SOME say, he was born with Cards in his Hands, others, that he will die so; but certainly it is all his Life, and whether he sleeps or wakes, he thinks of nothing else. He speaks the Language of the Game he plays at, better than the Language of his Country; and can less endure a Solecism in that than this: He knows no Judge but the Groom-porter, no Law but that of the Game, at which he is so expert, all appeal to him as subordinate Judges to the supream ones. He loves Winter more than Summer, because it affords more Gamesters; and *Christmas* more than any other time, because there is more Gaming then. He gives more willingly to the Butler than to the Poors Box, and is never more religious than when he prays he may win. He

He imagines he is at Play, when he is a Church; he takes his Prayer-book for a pack of Cards, and thinks he is shuffling when he turns over the Leaves. This Man will play like *Nero*, when the City is on Fire; or like *Archimedes*, when it is Sacking, rather than interrupt his Game. If Play hath reduced him to Poverty, then he is like one a drowning, who fastens upon any thing next at hand. Amongst other of his Shipwracks he hath happily lost Shame, and this want supplies him. No Man puts his Brain to more use than he, for his Life is a daily Invention, and each Meal a new Stratagem, and like a Fly, will boldly sup at every Man's Cup. He will offer you a Quart of Sack out of his Joy to see you, and in requital of this Courtesy, you can do no less than pay for it. His Borrowings are like *Subsidies*, each Man a Shilling or two, as he can well dispend, which they lend him not with hope to be repay'd, but that he will come no more. Men shun him at length as they do an Infection: And thus being disregarded and despis'd by every Body, he at last makes a despicable *Exit*.

GAMES



G A M E S

ON THE

C A R D S.



I. OMBRE, a Spanish GAME.

THERE are several Sorts of this Game, called *Ombre*, but that which is the chief is called *Renegado*, at which three only can play, to whom are dealt nine Cards a-piece, so that by discarding the Eights, Nines and Tens, there will remain thirteen Cards in the Stock. There is no Trump but what the Player pleaseth. The first Hand hath always the Liberty to play or pass, after him the second, &c..

T H E R E

THERE are two Sorts of Counters for Stakes, the greater and the lesser, which last have the same Proportion to the other as a Penny to a Shilling; of the great Counters each Man stakes one for the Game, and one of the lesser for passing; and for the Hand when eldest, and for every Card taken in one Counter.

THERE are two Suits, black and red; of the black there is first the *Spadillo*, or Ace of Spades; the *Mallillio* or black Duce, the *Basto*, or Ace of Clubs; the King, the Queen, the Knave, the Seven, the Six, the Five, Four and Three. Of the red Suit there is the *Spadillo*, *Punto*, *Mallillio*, &c.

THE *Spadillo*, or Ace of Spades, is always the first Card and always Trump, and the *Basto*, or Ace of Clubs is always third. Of the black there is eleven Trumps, of the red twelve. The red Ace enters into the fourth Place when it is Trump, and it is called *Punto* then, otherwise only called an Ace.

THE least small Cards of the red are always best, and the most of the black; except the Duce and red Seven, which are called the *Millillio's* and always second when Trump. The *Matadors* (or killing Cards) which are the *Spadillo*, *Mallillio* and *Basto*, are the chief Cards; and
when

when they are all in a Hand, the others pay for them three of the greater Counters a-piece; and with these three for Foundation you may count as many *Matadors* as you have Cards in an interrupted Series of Trumps; for all which the others are to pay you one Counter a-piece.

HE who hath the first Hand hath his Choice (as aforesaid) of playing the Game, of naming the Trump, and of taking in as many and as few Cards as he list, and after him the second, &c. having demanded whether any one will play without *taking in*, you oblige your self to take in though your Game be never so good, wherefore you do well to consider it before.

IF you name not the Trump before you look on the Cards which you have taken in, any other may prevent you and name what Trump they please: If you know not of two Suits which to name Trump first, the black Suit is to be preferred before the red, because there are fewer Trumps of it. Secondly, you were best to chuse that Suit of which you have not the King, because, besides your three Trumps, you have a King which is as good as a fourth. When you have the Choice of going in three *Matadors*, or the
two

two black Aces, with three or four other Trumps, if the Stakes be great you are to chuse this last, as most like to win most Tricks ; if it be but a simple Stake, you are to chuse the first, because the six Counters you are to receive for the three *Matadors* more than countervail the four or five you lose for the Game.

HE that hath the first Hand is never to take in, nor play, unless he have three sure Tricks in his Hand at least; to understand which the better, know the End of the Game is to win most Tricks, whence he that can win five Tricks of the nine hath a sure Game; or if he win four, and can so divide the Tricks as one may win two, the other three, if not it is either *Codillio*, or *Repuesto* ; so the Player looseth and maketh good the Stakes.

IT is called *Codillio* when the Player is *beasted*, and another wins more Tricks than he; when this takes up the Stakes, and the other makes it good.

HERE note, although the other two always combine to make him lose, yet they all do their best (for the common good) to hinder any one from winning, only striving to make it *Repuesto*, which is when the Player wins no more Tricks than another, in which Case the Player doubles the Stake without any ones winning

ning it, and remains so for the Advantage of the next Player.

HERE note that Kings of any Suit are accounted as good Trumps, mean while all other Cards but Kings and Trumps are to be discarded.

THE Player having taken in, the next is to consider the Goodness of the Game, and to take in more or less for the best Advantage of his Game; neither is any, for the saving a Counter or two, to neglect the taking in, that the other may commodiously make up his Game with what Cards he hath left, and that no good Cards may lie dormant in the Stock, except the Player playeth without taking in, when they may refuse to take in, if they imagine he hath all the Game.

WHEN one hath a sure Game in his Hand, he is to play without taking in, then the others are to give him each one of the great Counters, as he is to give them, if he play without taking in a Game that is not sure, and loseth it; if you win all the tricks in your Hand, or the *Voll*, they likewise are to give you one Counter a-piece; but then you are to declare before the fifth Trick, that you intend to play for the *Voll*, that so they keep their best Cards, which else, seeing
C you

26 *Ombre, a Spanish Game.*

you win five Tricks (or the Game) they may carelessly cast away.

IF you renounce, you are to double the Stake, as also if you have more or fewer Cards than nine, to which End you must carefully count your Cards in dealing, and taking in, before you look on them: Besides, according to the Rigour of the Game, if you speak any Thing tending to the Discovery thereof, either in your own Hand, or another (excepting *Gagno* or *play so*, to hinder the making of *Reputacion*, or *Codillio*, you are not fit to play.

OBSERVE, that in playing Trumps, if any plays an ordinary one, and you have only the three best Cards, or *Matador* singly or jointly in your Hands, you may refuse to play them without renouncing because of the Priviledge which these Cards have, that none but commanding Cards can force them out of your Hand.

YOU are to say nothing when you play your Card, but *I pass*, or *play*, or *gagno* or *gagno del Re*, when you play your Queen to hinder them from taking it with the King.

NOW since it is impossible to provide against all Accidents in the Game, only take notice of these general Rules.

FIRST never win more than one Trick if you cannot win more than two, because

of the Advantage you give the Player by it, in dividing the Tricks.

SECONDLY, you are to win the Trick always from the Player if you can, unless you let it pass for meer Advantage, where the second is to let pass to the third if he have the likelier Game to best the Player, or if he be likelier to win it. There may be divers Advantages in refusing to take the Player's Trick ; but the chief is, if you have the *Ten-aces* in your Hand, that is, two Cards, and if you have the Leading, you are sure to lose one of them ; if the Player lead to you, you are sure to win them both. For Example, if you have *Spadillo* and *Basto* in your Hand, and he have the *Mallillio* and another Trump, if you lead you lose one of them ; for either you play your *Spadillo*, and he plays the lesser Trump upon it, and wins your *Basto* the next Trick with his *Mallillio*, and so the contrary ; whereas if he leads he loofeth ; for if he leads his *Mallillio* you win it with your *Spadillo*, and with your *Basto* win the other Trump, &c.

IF you are not sure to win five Tricks, having only three *Matadors*, and Kings your auxiliary Cards ; if you have the Leading, play first a *Matador* or two before you play your Kings to fetch out his Trumps,

28 *Primero, a Spanish Game.*

which might have trumped them, and if you have three *Matadors*, with two other Trumps, your best way is to play your *Matadors* first to see where the Trumps lie; if both follow, you are sure if the Trump be red, there remains only one Trump in their Hands, if black, none at all.

LASTLY, if the Players have but a weak Game, they are to imitate cunning Beast-players in dividing the Tricks, and consulting to play their Cards. To conclude, lay your Tricks angle-wise, that you may with more Ease compute them.



II. *PRIMERO, a Spanish Game.*

THIS *Game* was anciently, amongst the graver Sort of *Spaniards*, held in very great Esteem; but it continued not long so; for since the late ingenious Invention of the *Spanish Game*, call'd *Ombre*, the Reputation it had is quite diminished, and the other in extraordinary Request, as having a very divertive Addition, which the ancient *Primero* was defective in.

THE main Difference between the two Games, is, that *Primero* is play'd with *six* Cards, and *Ombre* with *nine*; but as to the Terms or Appellations that they bear, they are much the same; *Spadillo*, or the *Ace* of *Spades*, being here as there counted the best Card; and *two* or *three* may sit down to play as they do at that.

THEY have, as *Ombre* has, *Basto* the *Ace* of *Clubs*, *Punto*, for the *Ace* of *Trumps*, with *Manillio* the *Seven* of the red Cards, or *Deuce* of black; also *Matadors*, being Sequence of the first *three* best Cards.

THERE is also another Variation between the Games, which gives this we are mentioning its Appellation, and that is, as at *Ombre*, when any one has a sure Game, and plays for the *Voll*, *Spadillo*, *Mallillio*, or *Kings*, that are as good as *Trumps*, with the aforesaid *Matadors*, intitle him to win; so here, he that has *Cinquo Primero*, which is a Sequence of five of the best Cards, assisted with *Spadillo*, or any other valuable *Trump*, is sure to be successful over his Adversary.



III. *BASSET*, a French Game.

THIS Game, amongst all those on the Cards, is accounted to be the most Courtly, being properly, by the Understanders of it, thought only fit for Kings and Queens, great Princes, Noble-men, &c. to play at, by reason of such great Losses, or Advantages, as may possibly be on one side or other, during the time of Play.

IT is in its nature not much unlike our late *Royal-Oak-Lottery*; and as that, by the Lottery-man's having five Figures in two and thirty for himself, must certainly be a considerable Profit to him in length of Time, so here the Dealer that keeps the Bank, having the first and last Card at his own Dispose, and other considerable Privileges in the dealing the Cards, has (without doubt) a greater Prospect of gaining than those that Play: This was a Truth so acknowledged in *France*, that the King made a publick Edict, that the Privilege of a *Tallicre* or one that keeps the Bank at *Basset*, should only be allow'd to Principal Cadets, or Sons of great Families, supposing that whoever was so befriended as to be admitted to keep the Bank, must naturally in a very short time become Possessor of a considerable Estate.

BUT

BUT all others, for fear of ruining private Persons and Families, are confin'd Politically to a Twelve-penny Bank, tho' here they have the Liberty of staking what they please.

The Terms of the Game are these.

<i>Tailliere,</i>	}	<i>The Pay,</i>
<i>Croupiere,</i>		<i>Alpiew,</i>
<i>Punter,</i>		<i>Sept-et-le-va,</i>
<i>The Fasse,</i>		<i>Quinze-et-le-va,</i>
<i>The Couch,</i>		<i>Trent-et-le-va,</i>
<i>The Paroli,</i>		<i>Soissant-et-le-va, &c.</i>
<i>The Masse,</i>		

The Explanation of the Terms.

1. **T**HE *Taillere* is he that keeps the Bank, who lays down a Sum of Money before all those that Play, to answer every winning Card that shall appear in his course of Dealing.

2. The *Croupiere* is one that is assistant to the *Taillere*, and stands by to supervise the losing Cards; that when there are a considerable Company at Play, he may not lose by overseeing any thing that might turn to his Profit.

3. The *Punter* is a Term for every one of the Gamesters that Play.

4. The *Fasse*, is the first Card that is turn'd up by the *Taillere*, belonging to the whole Pack, by which he gains half the

Value of the Money that is laid down upon every Card of that Sort by the Punters.

5. The *Couch* is a Term for the first Money that every Punter puts upon each Card, every one that plays having a Book of Thirteen several Cards before him, upon which he may lay his Money more or less according to his Fancy.

6. The *Paroli* is a Term explain'd thus, that having won the *Couch* or first Stake, and having a mind to go on to get a *Sept-et-le-va*, you crook the Corner of your Card, letting your Money lie without being paid the value of it by the *Talliere*.

7. The *Masse* is when you have won the *Couch* or first Stake, and will venture more Money upon the same Card, which is only pursuant to the Discretion of the Punter, who knows or ought to know the great Advantages the *Talliere* has, and therefore should be subtle enough to make the best of his own Game.

8. The *Pay* is when the *Punter* has won the *Couch* or first Stake, whether a Shilling, Half-crown, Crown, Guinea, or whatever he lays down upon his Card, and being fearful to make the *Paroli*, leaves off; for by going the *Pay*, if the Card turns up wrong he loses nothing, having won the *Couch* before; but if by this Adventure Fortune favours him, he wins double the Money that he stakes.

9. The

9. The *Alpiew* is much the same thing as the *Paroli*, and like that Term us'd, when a *Couch* is won by turning up, or crooking the corner of the winning Card.

10. *Sept-et-le-va* is the first great Chance that shews the Advantages of this Game, as for Example : If the *Punter* has won the *Couch*, and then makes a *Paroli* by crooking the corner of his Card, as is said before, and going on to a second Chance, his winning Card turns up again, it comes to *Sept-et-le-va*, which is seven times as much as he laid down upon his Card.

11. *Quinze-et-le-va*, as next in its Turn, is attending the *Punter's* Humour, who perhaps is resolv'd to follow his Fancy, and still lay his Money upon the same Card, which is done by crooking the third corner of his Card ; which coming up by the dealing of the *Tailliere*, makes him win fifteen times as much Money as he stak'd.

12. *Trent-et-le-va* succeeds *Quinze-et-le-va*, and is mark'd by the lucky *Punter*, by crooking or bending the End of the fourth corner of his winning Card, which coming up, makes him Purchaser of three and thirty times as much Money as he laid down.

13. *Soissant-et-le-va* is the highest and greatest Chance that can happen in the Game, for it pays Sixty-seven times as much Money :

34 *Basset, a French Game.*

Money as is stak'd, and is seldom won but by some lucky *Punter*, who resolves to push the Extream of his good Fortune to the Height: It cannot be won but by the *Talliere's* dealing the Cards over again, which if his winning Card turns up, pays him with such a prodigious Advantage.

AND as I sometimes have seen at the *Royal-Oak Lottery* (before mention'd) a Figure come up that by some Guineas laid on it in full, by the winning eight and twenty Times as much has broke the Keeper of it, so by the Courage and extraordinary Luck of some pushing *Punter* at this Game, some great Stake with *Soif-sant-et-le-va* may turn up, and by that Means break the Bank.

BUT this very rarely happens; the *Talliere*, like the Lottery-Man being a great deal more likely to break the Gamesters than they him. The Sense of this great Advantage which the Dealer has (several Families having been ruin'd by playing at it) has caus'd this Game to be modell'd to a twelve-penny Bank in France.

The Order of the Game is thus.

THEY sit down round a Table, as many as please, the *Talliere* in the midst of them with the Bank of Money before him,

him, and the *Punters* each having a Book of thirteen Cards, laying down one or two, three or more as they please with Money upon them, as Stakes, then he takes the Pack altogether in his Hand and turns them up, the bottom Card appearing is call'd the *Fasse*, and pays him half the Value of Money laid down by the *Punters* upon any Card of that Sort, as has been said before.

The Manner of the Play is thus.

AFTER the *Fasse* is turn'd up, and the *Talliere* and *Croupiere* have look'd round the Cards on the Table, and taken half the Advantage of the Money laid on them, he proceeds in his Deal, and the next Card appearing, whether King, Queen, Ace, or whatever it be, wins for the *Punter*, who may receive, if he has laid Money on such a Sort of Card, the Value, or making *Paroli* go on to a *Sept-et-le-va*, as has been said; the Card after that wins for the *Talliere*, who takes Money from each *Punter's* Card of that Sort and brings it to his Bank.

THE *Talliere's* Manner of Expression in playing the Game is thus: If the winning Card be a King, and the next appearing after it be a Ten, then he says (shewing the Cards that appear to all the *Pun-*

ters round) King wins, Ten loses, paying the Money to such Cards as are of the winning Sort, and taking the Money to supply his Bank from those that lose; that done, he goes on with the Deal, as, Ace wins, Five loses, Knave wins, Seven loses, and so every other Card alternately winning and losing till all the Pack be dealt but the last Card.

THE last Card turn'd up (as I hinted before) is an Advantage to the *Table*, because by the Rule of the Game, which was contriv'd for his Benefit, tho' it be turned up, and the *Punter* may happen to have stak'd upon one of the same Sort, yet it is allowed as one of his Dues in Relation to his Office, and he pays nothing.

THE *Punter*, 'tis certain, who is luckily adventurous, and can push on his *Couch* with a considerable Stake to *Sept-et-le-va*, *Quinze-et-le-va*, *Trent-et-le-va*, &c. if he have the Fortune to arrive at that Pitch, must in a wonderful manner multiply his *Couch*, or first Stake, but that is so seldom done, considering the Frequency of the *Punter's* Losses in Comparison to the Bank's Advantage, that the dimmest Eye may easily see without a pair of Spectacles, how much and considerably the Design

Sign of this Court Game is in Favour of the *Talliere*.

THE Liberty that is used by our *English* pushing Adventurers at this Game makes it of quite another Kind than it is in *France*; for they (as has been said) are compelled by the sovereign Authority to stint the prodigal Humours in Punting, and are only to play at a twelve Penny Bank, where the Losses or Gains cannot be ruinous, nor so extravagant as to make a Desolation in a Family: But here in *England* the *Punters* being oblig'd by no such Confinement, have the Liberty to stake one, two, three Guineas, or more, upon a Card, as I frequently have seen some of the Nobility do at Court, which, the *Couch* being *alpiew'd*, or *paroli'd*, to *Sept-et-le-va*, *Quinze-et-le-va*, *Trent-et-le-va*, &c. (which does sometimes happen) must needs redound extreamly to the *Punter's* Profit, who by the Advantage of the Multiplication must undoubtedly raise his *Couch*, or Stake (if he be so couragious to make it valuable) to a very extraordinary Sum: And if he be so befriended by Fortune to bring it to *Soissant-et-le-va*, he is very likely to break the Bank, by gaining a Sum so bulky, that, 'tis probable, at present the *Talliere* is not able to pay.

BUT

BUT this (like Snow in *Summer*) is a Rarity that happens very seldom, tho' it sometimes has been, and therefore is indeed only a Decoy for the *Punter* to urge him to venture his Stake boldly : The *Talliere's* certain Advantage for all this specious Demonstration of the *Punter's* Probability of winning, being plainly obvious and unanswerable, as shall further appear.

SUPPOSE Ten, or any other Card wins for the *Punter*, if another Ten comes up just after in the winning Card's Place, it does not win for him, but for the Bank, but if it comes up three or four Cards after that, it wins for the *Punter* : If Ace or any other Card wins at first, and afterwards come up again in the next winning Card's Place, it does not go, but by a Term they have for that Part of the Game is said to retire, till the next Opportunity, because by the Rule of the Game it must go for the Bank before the *Punter*.

BUT then in Return of this, and subtilly to gain the Esteem of all the young Adventurers who are apt to set their Money briskly, if the Card happens to come in the next losing Place, it does not lose, because it has not gone for the *Punter*, but also retires without paying the

the Bank, having won a *Couch*, which the *Talliere* saves, and should have paid.

To conclude, this Game, as the afore-said *Royal-Oak-Lottery* was formerly, is of so tempting and decoying a Nature, by reason of several specious Multiplications and Advantages, which seemingly it offers to the unwary *Punter*, that a great many like it so well, that they will in some Coffee-Houses, and other publick Places, play at small Game rather than give out; and rather than not play at all, will punt at a Groat, three-penny, nay a two-penny Bank, so much the Hopes of winning the *Quinze et-le-va*, and *Trent-et-le-va* intoxicates them; but the Judicious, whose Love of Gaming does not exceed his governable Understanding, will not engage at it, or if he does, will play so warily as not to be drawn by the seeming profitable Glosses, since 'tis most certain that it cannot be upon the Square, and that the *Talliere* if he pays you twenty Pound in one Night's Play, only gives you Opportunity in another to lose an Hundred.



IV. PICKET.

IV. PICKET.

BEFORE you begin the Game at *Picket*, you must throw out of the Pack the *Deuces, Trays, Four, and Fives*, * and play with the rest of the *Cards*, which are in Number thirty and six.

THE usual *Set* is an hundred, not but that you may make it more or less; the last Card deals, and the worst is the Dealer's.

THE Cards are all valued according to the Number of Spots they bear, the Ace only excepted, which wins all other Cards, and goes for Eleven.

THE Dealer shuffles, and the other cuts, delivering what Number he pleaseth at a Time, so that he exceed not four, nor deal under two, leaving twelve on the Table between them.

HE that is the elder, having look'd over his Cards, and finding never a Court-

* These were the Rules of the Game when it was play'd with the Sixes, but however the Rules hold for the Game as it is play'd at present without the Sixes, only when it is play'd without Sixes the elder Hand is to take in five of the eight Cards in the Stock.

Card

Card among them, says, *I have a Blank*, and I intend to discard such a Number of Cards, and that you may see mine, discard you as many as you intend; this done, the eldest shews his Cards and reckons ten for the Blank, then taking up his Cards again, he discards those which he judgeth most fit: Here note, he is always bound to that Number, which he first propounded. This being done, he takes in as many from the Stock as he laid out; and if it should chance to fall out that the other hath a Blank too, the younger's Blank shall bar the former, and hinder his *Picy* and *Repicy*, tho' the eldest Hand's Blank consists of the biggest Cards.

It is no small Advantage to the eldest to have the Benefit of discarding, because he may take in eight of the twelve in the Stock, discarding as many of his own for them, not but that if he find it more advantageous he may take in a less Number; after this the Antagonist may take in what he thinks fit, acquitting his Hand of the like Number. Here note, that let the Game be never so good, the Gamesters are both obliged to discard one Card at least. After the discarding you must consider the *Ruff*, that is, how much you can make of one Suit; the eldest first, and if the youngest makes no more, the

Ruff.

Ruff is good, and sets up one for every ten he can produce ; as for Example, for thirty reckon three, for forty four, and so onward ; withal take notice you are to count as many for thirty five as for forty, and as much for forty five as for fifty, and so of the rest ; but from thirty five to thirty nine you must count no more than for thirty five, and so from thirty to thirty four count no more than for thirty ; and this Rule is to be observed in all other higher Numbers.

As for *Sequences* and their value after the *Ruff* is paid, the elder acquaints you with his *Sequences* (if he have them) and they are *Tierces*, *Quarts*, *Quints*, *Sixiesms*, *Septiesms*, *Huictiesms* and *Neufiesms* ; as thus ; Six, Seven and Eights ; Nine, Ten, and Knave ; Queen, King, and Ace ; which last is called a *Tierce Major*, because it is the highest. A *Quart* is a *Sequence* of four Cards, a *Quint* of five, a *Sixiesm* of six, &c. These *Sequences* take their Denomination from the highest Card in the *Sequence*. It is a *Tierce Major*, or a *Tierce* of an Ace when there is Queen, King, and Ace ; a *Tierce* of a King, when the King is the best Card ; a *Tierce* of a Queen, when there is neither King nor Ace ; and so till you come to the lowest *Tierce*, which is a *Tierce* of an Eight.

You

You must reckon for every *Tierce* three, for a *Quart* four, but for a *Quint* fifteen, for a *Sixiesm* sixteen, and so upward; now whatever you can make of all you must add to your *Blank*, and count the whole together.

HERE note, that the biggest *Tierce*, *Quart*, or other *Sequence*, although there be but one of them, makes all the other less *Sequences* useless unto him, be they never so many, and he that hath the biggest *Sequence*, by Virtue thereof reckons all his less *Sequences*, though his Adversary's *Sequences* be greater, and otherwise would have drowned them.

FARTHER observe, that a *Quart* drowns a *Tierce*, and a *Quint*, a *Quart*, and so of the rest; so that he who hath a *Sixiesm* may reckon his *Tierces*, *Quarts*, or *Quints*, though the other may happen to have *Tierce*, *Quart*, &c. of higher Value than the others are that hath the *Sixiesm*; trace the same Method in all the other like *Sequences*.

AFTER you have manifested your *Sequences*, you come to reckon your three Aces, three Kings, three Queens, three Knaves, or three Tens; as for Nines, Eights, Sevens, and Sixes, they have no Place in this Account: For every Ternary you count three, and they are in Value as it is

is in *Sequences*. Aces the highest and best, Kings the next, after these Queens, then Knaves, and last of all Tens. The higher drowns the lower here, as in *Sequences*.

HE that hath three Aces may reckon three Queens, Knaves, or Tens, if he have them, though the other hath three Kings ; and this is done by reason of his higher Ternary. Now he that hath four Aces, four Kings, four Queens, four Knaves, or four Tens, for each reckons fourteen, which is the Reason they are called *Quatorzes*.

YOU must shew your *Point*, *Quint*, or *Quart*, before you play, or else the other may reckon his, though inferior, upon shewing them.

Now they begin to play the Cards, the elder begins and the younger follows in Suit, as at Whisk, and for every Ace, King, Queen, Knave, or Ten, he reckons one.

A Card once play'd must not be recalled, unless he have a Card of the same Suit in his Hand ; if the elder Hand plays an Ace, King, Queen or Ten, for every such Card he is to reckon one, which he adds to the Number of his Game before ; and if the other be able to play upon it a higher Card of the same Suit, he wins the Trick, and reckons one for his

his Card as well as the other. Whosoever wins the last Trick reckons two for it, if he win it with a Ten, but if with any Card under, he reckons but one; then they tell their Cards, and he that hath the most is to reckon ten for them.

AFTER this each Person sets up his Game with Counters, and if the *Set* be not up, deal again; now a *Set* is won after this manner; admit that each Party is so forward in his Game, that he wants but four or five to be up, if it so happens that any of the two have a Blank, he wins the *Set*, because the Blanks are always first reckoned; but if no Blanks then comes the *Ruff*, next your *Sequences*, then your Aces, Kings, Queens, Knaves and Tens, next what Cards are reckoned in Play, and last of all the Cards you have won. If any of the Gamesters can reckon either in *Blanks*, *Ruffs*, *Sequences*, *Aces*, &c. up to thirty in his own Hand without playing a Card, and before the other can reckon any thing, instead of thirty he shall reckon ninety, and as many as he reckons after above his thirty, adding them to his ninety: This is known by the Name of a *Repicy*.

MOREOVER, he that can make in like manner, what by *Blank*, *Ruff*, *Sequences*, &c. up to the said Number, before the other hath

hath play'd a Card, or reckoned any Thing, instead of thirty he reckons fixty, and this is called a *Picy*. Here note, that if you can but remember to call for your *Picy*, or *Repicy*, before you deal again, you shall lose neither of them, otherwise you must.

HE that wins more than his own Cards reckons ten, but he that wins all the Cards reckons forty, and this is called a *Capet*.

THE Rules belonging to this Game are these. If the Dealer give more Cards than his due, whether through Mistake, or otherwise, it lieth in the Choice of the elder Hand whether he shall deal again or no, or whether it shall be play'd out.

HE that forgets to reckon his *Blank*, *Ruff*, *Sequences*, *Aces*, *Kings*, or the like, and hath begun to play his Cards, cannot recal them. So it is with him that sheweth not his *Ruff* before he play his first Card, losing absolutely all the Advantage thereof.

HE that misreckons any thing, and hath play'd one of his Cards, and his Adversary finds at the Beginning, Middle, or End of the Game, that he had not what he reckoned, for his Punishment he shall be debar'd from reckoning any Thing he really

really hath, and his Adversary shall reckon all he hath, yet the other shall make all he can in play. He that takes in more Cards than he discardeth, is liable to the same Penalty.

HE that throws up his Cards, imagining he hath lost the Game, mingling them with other Cards on the Table, though afterwards he perceives his Mistake, yet he is not allowed to take up his Cards and play them out.

NO Man is permitted to discard twice in one Dealing.

HE that hath a *Blank*, his *Blank* shall hinder the other's *Picy* and *Repicy*, although he hath nothing to shew but his *Blank*.

HE that hath four Aces, Kings, Queens, &c. dealt him, and after he hath discarded one of the four reckons the other three, and the other say to him, *Is it good?* he is bound to tell the other, if he ask him what Ace, King, Queen, &c. he wants.

IF after the Cards are cleanly cut, either of the Gamesters know the upper Card by the Backside, notwithstanding this the Cards must not be shuffled again. In like Manner, if the Dealer perceive the other hath cut himself an Ace, and would therefore shuffle again, this is not permitted; and if a Card be found faced, it

it shall be no Argument to deal again, but must deal on; but if two be found faced, then may he shuffle again.

LASTLY, Whosoever is found changing or taking back again any of his Cards, he shall lose the Game, and be accounted a foul Player.



V. *LANTERLOO.*

LANTERLOO is a Game may be play'd several Ways, but I shall insist on none but two; the first Way is thus.

LIFT for dealing, and the best Putt Card carries it; as many may play as the Cards will permit, to whom must be dealt five a-piece, and then turn up Trump. Now if three, four, five or six play, they may lay out the Threes, Fours, Fives, Sixes and Sevens, to the intent they may not be quickly loo'd; but if they would have the Loos come fast about, then play with the whole Pack.

HAVING dealt, set up five Scores, or Chalks; and then proceed forwards in your Game.

HE that is eldest Hand hath the Privilege of passing by the Benefit thereof, that is, he hath the Advantage of hearing what every one will say, and, at last, may play or not play, according as he finds his Game good or bad. If the Eldest saith he passeth, the rest may chuse whether they will play or no.

YOU may play upon every Card what you please, from a Penny to a Pound. Trumps as at Whist are the best Cards, all others in like Manner take their Precedency from the highest to the lowest.

YOU must not revoke, if you do, you play all on the Table. If you play, and are loo'd (that is, win never a Trick) you must lay down to the Stock so much for your five Cards, as you plaid upon every one of them.

EVERY Deal rub off a Score, and for every Trick you win set up a Score by you, till the first Scores are out, to remember you how many Tricks you have won in the several Deals in the Game.

ALL the Chalks for the Game being rub'd out, tell your own Scores, and for so many Scores or Tricks which you have won, so much as they were valued at in the Game, so much you must take from the Stock; thus must every one do according

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according to the Number of Tricks he hath won.

HERE note, that he who hath five Cards of a Suit in his Hand loos all the Gamesters then playing, be they never so many, and sweeps the Board; if there be two Loos he that is eldest Hand hath the Advantage.

As there is Cheating (as they say) in all Trades, so more particularly intolerable in Gaming; as in this, for Example, if one of the Gamesters have four of a suit and he wants a fifth, he may for that fifth make an Exchange out of his own Pocket, if he be skilled in the cleanly Art of Conveyance; if that fail, some make use of a Friend, who never fails to do him that kind Office and Favour. There are other Cheats to be performed, which I shall omit, since it is not my Business to teach you how to cheat, but so to play as not to be cheated.

LANTERLOO another Way played

LIFT for dealing as aforesaid, and the best Put-card deals five to every one a-piece. The Dealer for his five Cards must lay down so many Sixpences, Shillings, &c. as they conclude upon

on, and agree for every Card, or so many Counters being valued at either Sixpence or Twelve-pence, more or less. After this all must play; if any be loo'd he must lay down so much for his Loo as his five Cards amount to. If any next dealing be loo'd he must lay down as much for his Dealing, and as much for his Loo.

If after this the eldest Hand pass, the rest may refuse to play, or play if they think they can win a Card.

HERE note, If there be never a Loo, the Money may be divided by the Gamesters according to the Number of their Tricks: If there be a Loo, the Winners must take up the Money, and he that is loo'd must lay down as much Money on the Board, as every one had laid down before, be it never so great a Sum, besides the like Quantity for dealing, if he that was loo'd dealt.



VI. English Ruff, and Honours, and Whist.

RUFF and Honours, (alias Slamm) and Whist, are Games so commonly known in England, in all Parts thereof, that

that every Child almost of eight Year old hath a competent Knowledge in the Recreation, and therefore I am unwilling to speak any thing more of them than this, that there may be a great deal of Art used in dealing and playing at these Games, which differ very little one from the other.

IN playing your Cards you must have recourse altogether to your own Judgment or Discretion, still making the best of a bad Market ; and though you have but mean Cards in your own hand, yet you may play them so suitable to those in your Partner's Hand, that he may either trump them, or play the best of that Suit on the Board.

YOU ought to have a special Eye to what Cards are play'd out, that you may know by that Means either what to play if you lead, or how to trump securely and advantageously. Reneging or renouncing that is, not following Suit when you have it in your Hand, is very foul play, and he that doth it ought to forfeit one, or the Game upon a Game, and he that loseth dealing loseth one, or a Trick, as you make it.

AT *Ruff* and *Honours*, by some called *Slamm*, you have in the Pack the Deuces, and the Reason is, because
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four playing, having dealt twelve a-piece, there are four left for the Stock, the uppermost whereof is turned up, and that is Trumps. He that hath the Ace of that *suits*, that is, he takes in thole four Cards, and lays out four other in their Lieu; the four Honours are the Ace, King, Queen and Knave; he that hath three Honours in his own Hand, his Partner not having the fourth, sets up eight by Cards, that is, two Tricks; if he hath all four, then sixteen, that is, four Tricks; it is all one, if the two Partners make them three, or four between them, as if one had them. If the Honours are equally divided among the Gamesters of each Side, then they say Honours are split. If either Side are at eight Groats he hath the Benefit of calling, Can-ye, if he hath two Honours in his Hand, and if the other answers one, the Game is up, which is nine in all; but if he hath more than two he shows them, and then it is one and the same Thing; but if he forgets to call after playing a Trick, he looseth the Advantage of Can-ye for that Deal.

ALL Cards are of Value as they are superior one to another, as a Ten wins a Nine, if not Trumps, so a Queen a Knave, in like Manner; but the least Trump will win the highest Card of any other

ther Card, where, note, the Ace is the highest.

Whist is a Game not much differing from this, only they put out the Deuces, and take in no Stock ; and is called *Whist* from the Silence that is to be observed in the Play ; they deal as before, playing four, two of a Side, (some play at two handed, or three handed *Whist* ; if three handed, always two strive to suppress and keep down the rising Man,) I say they deal to each twelve a-piece, and the Trump is the bottom Card. The Manner of crafty playing, the Number of the Game nine, Honours and Dignity of other Cards are all alike ; and he that wins most Tricks is most forward to win the Set.

HE that can by Craft overlook his Adversary's Game hath a great Advantage, for by that means he may partly know what to play securely ; or if he can have some petty Glimpse of his Partner's Hand. There is a Way by Winking, or the Fingers, to discover to their Partners what Honours they have, as by the wink of one Eye, or putting one Finger on the Nose, or Table, it signifies one Honour, shutting both the Eyes, two ; placing three Fingers, or four on the Table, three or four Honours. They have several
Ways

Ways of securing an Honour or more in the Bottom when they deal, either to their Partners or selves; if to their Partner, they place in the second Lift next to the Top, one, two, three or four Aces, or Court Cards all of a Suit, according as they could get them together in the former Deal, and place a Card of the same Suit in the Bottom, when the Cards are cut they must use their Hand so dexterously, as not to put the Top in the Bottom, but nimbly place where it was before.

IF they would secure Honours to themselves, when dealing, they then place so many as they can get upon their Lap, or other Place undiscerned, and after the Cards are cut, then clap them very neatly under. But the cleanliest rooking Way is by the Breef, that is, take a Pack of Cards and open them, then take out all the Honours, that is as aforesaid, the four Aces, the four Kings, &c. then take the rest, and cut a little from the Edge of them all alike, by which Means the Honours will be broader than the rest, so that when your Adversary cuts to you, you are sure of an Honour, when you cut to your Adversary, cut at the Ends, and then it is a Chance if you cut him an Honour, because the Cards at the

Ends are all of a Length ; thus you may make Breefs end-ways as well as Side-ways.

THERE are a Sort of cunning Fellows about this City, who before they go to Play will plant half a Dozen of these Packs (nay, sometimes half a Score) in the Hands of a Drawer, who, to avoid being suspected, will call to their Confederate Drawer for a fresh Pack of Cards, who brings them, as from a Shop, new; and some of these Packs shall be so finely mark'd, whereby the Gamester shall plainly and certainly know every Card therein contained, by the outside, although the best of other Eyes shall not discern where any Mark was made at all; and this done, with that Variety, that every Card of every Suit shall have a different distinguishing Mark.

SOME have a way to flick, with a Slick-Stone, all the Honours very smooth, by which means he will be sure to cut his Partner an Honour, and so his Partner to him again; and that is done by laying a Fore-finger on the Top indifferent hard, and giving a flurring Jerk to the rest, which will slip off from the slick'd Card.

IT is impossible to shew you all the Cheats of this Game, since your cunning
Gamester

Gamester is always studying new Inventions to deceive the Ignorant.



VII. *FRENCH-RUFF.*

AT *French-Ruff* you must list for Deal, most or least carries it according to the Agreement of the Gamesters.

YOU may play either two, four or six of a Side, dealing to each five a-piece, either two first, at a Time, or three, according to Pleasure, and he that deals turns up Trump: The King is the highest Card at Trumps, and so it is highest in all other Cards that are not Trumps; the Queen is next, the Knave next, and next to that the Ace, and all other Cards follow in Preheminency, according to the Number of the Pips, but all small Trumps win the highest of any other Suit.

HAVING turn'd up Trumps, he that hath the Ace must take the Ace turn'd up, and all other Trumps which immediately follow that, if so agreed among the Gamesters, laying out so many Cards as he took up in Lieu thereof.

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AFTER

AFTER this they play. To win two Tricks signifies nothing, to win three or four wins but one, but to win five is the winning of five.

IF you play at *Forsat*, (that is, the Rigour of the Play) he that deals wrong loseth one and his Deal. You are bound to follow Suit, and if you renounce or renege, you lose the whole Game, if you so make it, otherwise but one or two, according to Agreement.

HE that plays a Card that is trumped by the Follower, if the next Player hath none of the former Suit, he must trump it again, although he hath never a Trump in his Hand that can win the former Trump, and so it must pass to the last Player.

ALL the Players round are bound to win the highest Trump play'd if they can. Here note, he who playeth before his Turn, loseth one, unless it be the last Card of all.



VIII. *The ingenious and pleasant Game of B R A G G.*

THE Person appointed to have the eldest Hand, deals with the whole Pack about the Table, to those that sit
and

and are desirous to share in the Gain and Diversion. As many play at it as the Cards will hold out to supply, he dealing three a-piece to each of the Gamesters at one Time, turning up the last Card all round, belonging to every one there.

EACH Gamester is to put down three Stakes, one for each Card, as much, or as little as the Humours of the Company will consent to ; whether three Guineas, three Crowns, three Shillings, three Six-pences, or what other Stakes, according to their Qualities and Purposes, is thought convenient : And this being thus done, the Manner of playing the Game, is as follows :

THE best Card turned up in the dealing round, in its Degree, beginning from *Ace, King, Queen, Knave*, and so downwards, through all the Cards of the Persons sitting, wins the first Stake ; and the Person who has the Luck to have it dealt him, is to demand it from the rest, who pay it accordingly, unless the *Ace of Diamonds* be turn'd up amongst them, which if shewn by a Superior Authority in the Game, is to be preter'd, and wins the Stake. And note besides, that tho' the eldest Hand that has an *Ace* carries it from the rest by a kind of Descent ; yet the *Ace of Diamonds*, by the aforesaid Authority, even

even in the youngest Hand, which is the last Card that is dealt, wins the Stake from any other that is turn'd up before.

THE next Principal Matter, and the main Thing by which the second Stake is to be won, is called the *Bragg*, which by the Ingenuity of its Management, gives the *Game* its Name. The Nature of it is, that you are to endeavour to impose upon the Judgment of the rest that play, and particularly on the Person that chiefly offers to oppose you, by boasting of Cards in your Hand, whether *Pair Royals*, *Pairs* or others, that are better than his or hers that plays against you; the best Cards you can have really to brag of, are a *Pair Royal* of *Aces*, the next of *Kings*, *Queens*, &c. A *Pair Royal* of any Sort, winning from any *Pair* of the best Sort, as a *Pair* of any Sort, wins of any other Cards that are not Pairs

BUT here you are to observe, that the witty ordering of this *Bragg*, is the most pleasant Part of this Game; for those that by fashioning their Looks and Gestures, can give a proper Air to their Actions, as will so deceive an unskilful Antagonist, that sometimes a Pair of Fives Treys or Deuces, in such a Hand, with the Advantage of his compos'd Countenance, and subtle Manner of over-awing the

the other, shall out bragg a much greater Pair Royal, and win the Stakes with great Applause and Laughter on his Side, from the whole Company.

THE *Knave of Clubs* is here a principal Favourite, as at *Pam*, and makes a Pair with any other Card in Hand, or with any other two Cards a Pair Royal, and is often in this Game very necessary to advance the Credit of the *Bragg*, to him that has the Assurance of imposing upon the Company, and by such convenient Confidence, the advantage of winning the second Stake.

THE third Stake is won by the Person that first makes up the Cards in his Hand one and thirty, each *Ace, King, Queen, Knave, &c.* going for Ten, and drawing from the Pack, as is usual in that Game; or in Lieu of the one and thirty, if his fortune will not oblige him, the nearest to it may win, he having the Privilege to draw, or not to draw, as he pleases, according as he finds it convenient, by the Cards that are in his Hand; for if he draws out, he loses his third Stake.

SOME very nice Players at this Game, make the *Nine of Diamonds* a second Favourite Card, with the *Knave of Clubs*, to make a *Pair Royal of Aces*, so that
those

those two joined with one natural Ace, shall win from any Pair Royal of Kings, Queens, Knaves, or any other Cards, but a Pair Royal of natural Aces.

THE Person that is so lucky to win all the three Stakes, is to be rewarded by the whole Company of Gamesters round the Table, with three Stakes more, if they play the Strictness of the Game, which necessarily makes the Winnings and Lossings amount to a considerable Sum of Money ; but very often our Modern Gamesters wave this Particular, and out of a decent Regard to their Pockets, content themselves with the Satisfaction of the Pleasure of the *Bragg*, rather than trust to the uncommon good Fortune of winning the three Stakes, from the rest of the disappointed Company.

THE Deal is to go round from Person to Person, and by the different Management of the *Bragg*, you may find very great Diversion, some doing it so awkwardly, with so little Cunning, and so ill an Address, that the Defects or Value of their Game will presently be discovered, whilst others with a more comical Assurance, and by their subtle management, will wittily banter and impose upon their Adversaries, and seldom fail of their designed Profit.

It

It is not fair for any of the Gamesters, that sit near him that makes the *Bragg*, to peep into his Hand, or by any mute Sign or Token to give the Opposer any Knowledge of the Cards, that he has in his Hand; because it may chance that the Oppositions, natural to this Game, may draw on a considerable Sum of Money to be staked down, each of the two that are concerned, valuing his own Cards, and lessening those of his Antagonist, as he thinks he has reason.

A very notable Damage, occasioned by one Person's peeping into another's Hand, I once my self chanced to be Spectator of. Some Gentlemen and Ladies were casually one Evening playing at this Game, when one of the Gamesters, who seemed to be of the Sort of those who were very skilful at the Game in general; but particularly so, at the subtle Management of the *Bragg*, and by his artful Method and cunning Manner of Behaviour, had induced his Competitor to believe that he resolved to out-bounce him upon very low and insignificant Cards; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwise than he imagined, having been dealt two natural Aces and the Knave of Clubbs, which join'd with the other two, made the

the greatest Pair Royal that could then possibly be dealt; and consequently proper to win also the greatest Stake that could be laid; he kept his Countenance demure, and with a Gesture neither overjoy'd nor desponding, made a *Bragg* of Half a Crown; the other who had in his Hand a Pair Royal of Kings, and as afterwards was discovered, had, through the Imprudence of the Dealer, casually seen an Ace or two given about to other Gamesters, thinking himself also as secure as possible, answers with a Crown; his Antagonist then sets an Angel, and the Opposer immediately twenty Shillings, they still raising the Stakes every Time, and vying with each other, till the sum amounted to seven Pounds, when as ill Fate for one of them would have it, a too curious Impertinent of the Female Kind, who sat next to him that had the Aces, having a furious Itch upon her to know whether his repeated *Bragg* was upon a sure Foundation or no, could not forbear covertly peeping into his Hand, and at the View was so surprized, that on a sudden she gave a violent Shriek, and by that indiscreet and rash Noise, gave the Gamester with the Pair Royal of Kings, warning of his unavoidable Loss, giving him reason to cease the *Bragg*.
and

and hinder the other's winning the further intended Stakes; which he declar'd he designed to raise and go on with, till it came to an hundred Pounds. If in drawing for one and thirty, to win the last Stake, upon shewing the Cards, any two or more of the Gamesters should happen to have the same Cards, they are permitted to draw again, till they get either the one and thirty a better Game, or lose it by drawing out. And this is all I know significant, in the ingenious and pleasant Game of *Bragg*.



IX. *The Game at CRIBBIDGE.*

AT *Cribbidge* there are no Cards to be thrown out, but all are made use of; and the Number of the Set is sixty one.

IT is Advantage to deal, by Reason of the Crib, and therefore you must lift for it, and he that hath the least Card deals.

THERE are but two Players at this Game, the one shuffles and the other cuts, the Dealer delivers out the Cards one by one, to his antagonist first, and himself last, till five a-piece be dealt to one another ;

ther; the rest being set down in View on the Table, each looketh on his Game and ordereth his Cards for the best Advantage.

HE that deals makes out the best Cards he can for his Crib, and the other the worst, because he will do him as little Good as he can, being his Crib; which Crib is four Cards, two a-piece, which they lay out upon the Table, not knowing nor seeing one another's Cards, and then they turn up a Card from the Parcel that was left of dealing, and each of them may make use of that Card to help them on in their Game in Hand, and when they have plaid out their three Cards and set up with Counters their Games in their Hands, the Crib is the others the next Deal, and so they take it by turns.

THE Value of the Cards is thus: Any fifteen upon the Cards is two, whether Nine and Six, Ten and Five, King and Five, Seven and Eight, &c.

A *Pair* is two, a *Pair Royal* six, a double *Pair-Royal* twelve, *Sequences of three* is two, *Sequences of four* is four, of *five* five, &c. and so is a *Flush of three* three; of *four*, four, &c. *Knave Noddy* is one in Hand, and two to the Dealer that is, if you have a Knave of that Suit which is turned up, it is *Knave Noddy*.

A *Pair*

A Pair of Aces, Kings, Queens, Knaves, Tens, &c. is two; three Aces, Kings, Queens, &c. is a *Pair-Royal*; a double *Pair-Royal* is four Aces, four Kings, four Queens, &c. and is twelve Games to him that hath them.

HAVING look'd on your Cards, you count your Game after this Manner: Suppose you have in your Hand a Nine and two Sixes, after you have laid out two Cards for the Crib, that makes you six Games, because there is two Fifteens and a Pair, by adding your Nine to the two Sixes, and if a Six chance to be turn'd up, then you have twelve Games in your Hand; for though you must not take the turn'd up Card into your Hand, yet you may make what use you can of it in counting, so that the three Sixes makes you Six, being a *Pair-Royal*, and the Nine added to every Six, makes three Fifteens, which Six more added to the former, makes Twelve, which you must set up with Counters, or otherwise, that your Opponent may know what you are, tho' you must not see his Cards, nor he yours; if you think he plays foul by reckoning too much, you may count them after the Hand is play'd.

THUS you have set up your Twelve, your Opposite, it may be, hath Four,
Five

Five and Six, in his Hand; that is two, because of *Sequences of Three*; then it is two more because it is Four, Five and Six; again, taking in the counting Six that is turned up, that is in all Four, then there is Fifteen and Fifteen, Four and Five is Nine, and Six is Fifteen, and then with the Six turn'd up, it is fifteen more, which makes eight Games, this he likewise sets up, keeping his Cards undiscovered. Here note, he that deals not, sets up Three in Lieu thereof.

HAVING thus done, he that dealt not plays first, suppose it is a Six, if you have a Nine play it, that makes Fifteen, for which set up two; the next may play a Four, which makes Nineteen, you a Six twenty five, and he a Five, that is thirty, you being not able to come in, having a Six in your Hand, he sets up one, (for it is one and thirty you aim at in playing the Cards) because he is most, and two for *Sequences*, Four, Five and Six, which were his Four, after the Fifteen, your Five and his Six; and that doth not hinder them from being *Sequences*, though the Six was play'd between the Four and the Five; but if an Ace, Nine, King, Queen, or the like, had been play'd between, they had been no *Sequences*; so the two for the *Sequences*

and

and the One for Thirty being most (as at One and Thirty) makes him three, which he must set up to the rest of his Game, and in this playing of the Cards you may make *Pairs*, *Sequences*, *Flushes*, *Fifteens*, *Pair-Royals*, and double *Pair-Royals*, if you can, though that is rarely seen.

LASTLY, you look upon your Crib, that is the two Cards a-piece laid out at first, which is the Dealer's; if he find no Games in them, nor help by the Card that was turned up, which he takes into his Hand, then he is bilk'd, and sometimes it so happens that he is both bilk'd in Hand and Crib. Thus they play and deal by Turns till the Game of Sixty One be up.

HERE note, if you get the Game before your Adversary is forty five (forty four will not do it) you must then say, I have *lurkt* you, and that is a double Game, for whatever you play'd with, fix Shillings, or a greater Sum.



X. Of *PUTT*, and the *High Game*.

P*UTT* is the ordinary rooking Game of every Place, and seems by the few Cards that are dealt to have no great Difficulty in the Play, but I am sure there is much Craft and Cunning in it; of which I shall shew as much as I understand.

IF you play at two handed *Putt*, (or if you please you may play at three Hands) the best *Putt-Card* deals. Having shuffled the Cards, the Adversary cuts them, then the Dealer deals one to his Antagonist, and another to himself, till they have three a-piece: Five up or a *Putt* is commonly the Game. The eldest, if he hath a good Game, and thinks it better than his Adversary's, putts to him, if the other will not, or dare not see him, he then wins one, but if he will see him they play it out, and he that wins two Tricks, or all three, wins the whole Set; but if each win a Trick, and third tied, neither win because it is Trick and Tye.

SOMETIMES they play without putting, and then the Winner is he that wins most Tricks. Here note, that in your playing

playing keep up your Cards very close ; for the least Discovery of any one of them is a great Advantage to him that sees it.

THIS Game consists very much in daring ; for a right Gamester will put boldly upon very bad Cards sometimes, as upon a Five, Seven and a Nine ; the other thinking there are good Cards in his Adversary's hand, having very indifferent ones in his own, dares not see him ; and so by going to Stock loseth one. Here note, that he that once hath the Confidence to putt on bad Cards cannot recal his putting, by which means he frequently pays for his Bravado.

THE best Putt-Cards are, first, the Trey, next the Deuce, then the Ace, the rest follow in Preheminence thus, the King, the Queen, the Knave, the Ten, and so onwards, to the Four, which is the meanest Card at Putt.

SOME of the Cheats at Putt are done after this Manner.

FIRST, for cutting to be sure of a good Putt-Card, they use the Bent, the Slick, and the Brecf ; the Bent is a Card bended in Play, which you cut ; the Slick is when beforehand the Gamester takes a Pack of Cards, and with a Slick-Stone smooths all the Putt-Cards, that when he

72 *Of Putt, and the High Game.*

he comes to cut to his Adversary with his Fore-Finger above, and his Thumb about the Middle, he slides the rest of the Cards off that which was flicked, which is done infallibly with much Facility; but in this there is required Neatness and Dexterity, for fear of a Discovery, and then your Confidence in this Contrivance will be vain, and of no Effect.

LASTLY, the Breef in cutting is very Advantageous to him that cuts, and it is thus done. The Cheat provides, beforehand, a Pack of Cards, whereof some are broader than others; under some of which he plants, in Play, some good Putt-Cards, which though they shuffle never so much, they shall rarely separate them; by which Means he that cuts (laying his Fingers on the broad Card) hath surely dealt him a Putt-Card.

IN dealing, these Rooks have a Trick they call the *Spur*, and that is, as good Cards come into their Hand that they may know them again by the Out-side (and so discover the Strength or Weakness of their Adversary's Game) I say, somewhere on the Out-side they give them a gentle Touch with their Nail.

Now when they intend to bleed a *Cull* to some Purpose whom they have set before,

fore (as I have related in *Whist*) by slicking them or spurring them, that is, giving them such Marks that they shall certainly know every Card in the Pack, and consequently every Card that is in his Adversary's Hand, an Advantage that cannot be greater.

BUT if they are not furnished with such Cards, and cannot accomplish their Ends by the former indirect Means, without palpable Discovery, then they have Accomplices who stand by the Innocent *Cull*, look over his Game, and discovers what it is to his Adversary; and to strengthen their Interest by Cheating, they frequently carry about them Treys, Deuces, Aces, &c. in their Pockets, which they use as need requires, or if not, they will steal them out of the Pack whilst they are playing, which is the securest Way, and freest from Discovery.

LASTLY, they have one most egregious Piece of Roguery more, and that is playing the *High Game at Putt*; and this to be done but at a set Meeting; and therefore on this depends the absolute Overthrow of the *Cull* that plays, or the *Cull* that is a Stander by.

THIS *High Game at Putt* is thus performed: The Rook whilst playing singles out the Deuces and Treys for the last
E Game,

74 *Of Putt, and the High Game.*

Game, and placeth them thus in Order, hiding them in his Lap or other Covert, first a Deuce, then a Trey, next a Deuce, then a Trey, then a Trey and a Trey; now stooping letting fall a Card or some other Way, as he shall think fit, he claps these Cards fac'd at the Bottom, having shuffled the Cards before, and bids his Adversary cut, when he nimbly and neatly, with both his Hands, joins the divided Cards, and then the Bottom faced Cards are upwards, and then he deals; and lest there should be a Discovery made of the facing, he palms them as much as he can, nimbly passing the last Card.

Now do the Gamesters smile at the Goodness of each other's Game, one shews his to one, the other his to another; and cries, who would not putt at such Cards? The other in as brisk a Tone, says, Come if you dare. What will you lay of the Game, says the Rook? What you dare, says the Cull; then pausing a while the Rook seems to consult with his Friends, who cry, they know not what to think on't; five Pound, cries a rooking Confederate, on this Gentleman's Side; the Cull encouraged hereby, cries, ten Pounds more and thus the Rook holds him in Play till there be a good Sum of Money on the Board, then answers the Putt of the
not

now ruined *Cully*. They now play; the *Cull* begins with a Deuce, the Rook wins that with a Trey; the Rook then plays a Deuce, and the *Cull* wins it with his Trey; then he plays his Deuce which is won with a Trey; thus the Rook wins the Day. This Game may be plaid other-ways, according to Fancy: Let these and the former Cheats be a sufficient Warning.



XI. *The Game at G L E E K.*

DEUCES and Treys must be cast out as useless in this Game, then lifting for dealing, the least Card deals. The Number of Persons playing must be three, neither more nor less, and most frequently they play at Farthing, Halfpenny, or Penny-Gleek, which in Play will amount considerably.

THE Dealer delivers the Cards by four till every one hath twelve, and the rest are laid on the Table for the Stock, being in Number eight; seven whereof are bought, and the Ace is turned up; the turned up Card is the Dealer's; and if it be *Tiddy* turned up, is four a-picce from each to the Dealer.

THE Ace is called *Tib*, the Knave *Tom*, the four of Trumps *Tiddy*, *Tib*, the Ace is fifteen in Hand, and eighteen in play, because it wins a Trick; *Tom* the Knave is nine, and *Tiddy* is four, the fifth *Towser*, and sixth *Tumbler*, which, if in Hand, *Towser* is five, and *Tumbler* six, and so double if turned up, and the King and Queen of Trumps is three.

THE eldest Hand bids for the Stock in hopes of bettering his Game, though sometimes it makes it worse: The first Penny you bid is twelve, thirteen, and so on; if at sixteen they say, take it, and none will venture more for it, he is bound to take it, that is, taking in seven Cards, and putting out seven in their Stead, and must pay besides eight to one, and eight to the other of the Gamesters for buying, if any odd Money be given, as fifteen, seventeen, or the like, the eldest Hand usually claims it, or else it is given to the Box; but if he have *Mournival*, *Gleek*, or *Tiddy* in his Hand, after he hath taken in the Stock, he bates for them all, and so possibly may gain by it, if he have a good Hand, and pay for his buying two.

HERE you must note, that if *Tib* be turned up, it is fifteen to the Dealer, in reckoning after play, but he must not make use of it, in play, being the Trump Card

Card, for then it would make him eighteen, because it would win a Trick, which is three more.

NEXT you speak for the *Ruff*, and he that hath most of a Suit in his Hand wins it, unless some of the Gamesters have four Aces, and then he gains the *Ruff*, though you have never so many of a Suit in your Hand. If any wins a *Ruff* and forgets to show it before a Card plaid, he loseth it, and he that shews any for a *Ruff* after, shall have it.

THE first, or eldest says, *I'll vie the Ruff*; the next says, *I'll see it*, and the third, *I'll see it and revie it*; *I'll see your Revie*, says the first, because he hath as many in his Hand as another; the Middle probably says, *I'll not meddle with it*; then they shew their Cards, and he that hath most of a Suit wins Sixpence, or Farthings according to the Game of him that holds out longest, and four of the other, that said he would see it, but after refused to meddle with it; but if any of the three Gamesters says he hath nothing to say as to the *Ruff*, he pays but a Farthing, Half-penny, Penny, according as the Game is aforesaid; and if the eldest and second Hand pass the *Ruff*, the youngest hath Power to double it, and

then it is to be plaid for the next deal, and if any forgets to call for the double *Ruff*, it is to be for the next Deal after that.

SOMETIMES one of the Gamesters having all of a Suit in his Hand, bids high for the *Ruff*, and the other having four Aces is resolved to bid higher, so that it sometimes amounts to sixteen and more, then *I'll see it and revie*, faith one; *I'll see it and revie*, faith another, that is eight to the Winner, and all above is but two a Time, as it may be, they will say, *I'll see it and revie it again, and I'll see that and revie it again*, faith another, for which Seeing and Revying they reckon but two, after that it is once come to eight; but he that hath the four Aces carrieth it clearly, &c. as aforesaid.

BUYING or Bidding for the *Ruff*, is when you are in likelihood to go in for Mournival Gleek, or Increase of Trumps, that so if you have bad Cards, you may save your Buyings and your Cards too, whereas otherwise you may lose all.

If you call for either Mournival or Gleek, and have lay'd them out in the Stock, if you be taken in it, for forfeit, double what you receive.

SOMETIMES out of Policy, or a Vapour, they will vie when they have not
above

above thirty in their Hands, and the rest may have forty or fifty, and being afraid to see it, the first many Times wins out of a meer Bravado, and this is good play, though he acquaint you with it hereafter.

A Mournival of Aces is eight, of Kings six, of Queens four, and a Mournival of Knaves two a-piece.

A Gleek of Aces is four, of Kings three, of Queens two, and of Knaves one a-piece, from the other two Gamesters.

A Mournival is either all the Aces, the four Kings, Queens or Knaves, and a Gleek is three of any of the aforesaid.

HERE note, that twenty two are your Cards ; if you win nothing but the Cards that were dealt you, you lose ten ; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Mournival* nor *Gleek*, you lose because you count as many Cards as you had in Tricks, which must be few, by Reason of the Badness of your Hand ; if you have *Tib*, *Tom*, *King*, *Queen* of Trumps in your Hand, you have thirty by Honours, that is, eight above your own Cards, besides the Cards you win by them in play. If you have *Tom* only, which is nine, and the *King* of Trumps, which

E 4

three,

three, then you reckon from twelve, thirteen, fourteen, fifteen, till you come to two and twenty, and then every Card wins so many Half-pence, pence, &c. as you play'd for ; if you are under two and twenty you lose as many.

HERE note, that before the Cards are dealt, it is requisite to demand, whether the Gamesters will play at *Tiddy*, or leave it out, it being a Card that is apt to be forgotten ; and know that it is look'd upon as very foul play to call for a Gleek of Kings, Aces, Queens or Knaves when the Person hath but two in his Hands. If you discard wrong, *i. e.* lay out but five or six Cards, if you call for any Gleek or Mournival, you lose them all, if it be found out that you discard. Let this suffice for this noble and delightful Game or Recreation.



XII. *A Game at ALL-FOURS.*

ALL-FOURS is a Game very much play'd in *Kent*, and very well it may, since from thence it drew its first Original ; and although the Game may be look'd upon as trivial and inconsiderable yet

yet I have known *Kentish* Gentlemen, and others of very considerable note, who have plaid great Sums of Money at it, yet that adds not much to the Worth of the Game; for a man may play away an Estate at *One and Thirty*; as I knew one lose a considerable Sum, at most, at *three Throws*.

THIS Game, I conceive, is called, *All-Fours*, from *Highest, Lowest, Jack* and *Game*, which is the Set as some play it; but you may make from seven to fifteen, or more, if you please, but commonly eleven.

THERE are but two can play at it at a Time, and they must lift for Dealing, the highest Putt-Card deals, who delivers to his Adversary three Cards, and to himself the like, and the like again; and having six a-piece, he turns up a Card which is Trump; if Jack (and that is any Knave) it is one to the Dealer.

IF he, to whom the Cards were dealt, after Perusal of his Game, like them not, he hath the Liberty of begging one; if the Dealer refuse to give one, then he deals three a-piece more; but if he then turns up a Card of the same Suit, he deals further till he turns up a Card of another Suit.

HERE note, that an Ace is four, a King is three, a Queen is two, a Knave one, and a Ten is ten.

NOW you must play down your Cards, but to what Advantage I cannot here prescribe, it must be according to the Cards you have in your Hand managed by your Judgment, to the best Advantage.

HAVING play'd your Cards, you reckon, if you are Highest and Lowest, or what is Trumps, you reckon two ? if you are only Highest but one, and the like of Jack and Game ; sometimes you are Highest, Lowest, Jack and Game, and then you must reckon four ; the Game is he that tells most after the Cards are play'd, and therefore a Ten is a very significant Card, which crafty Gamesters know so well, that they will frequently take out of a Pack of Cards, two Tens, and hide them contrary to the Knowledge of the other, which is a great Advantage to this foul Player, if he play of the same Suit of these Tens, he hath absconded ; for it must of necessity secure him from losing the Game.

HERE note, That he that wins Jack wins one also ; and furthermore observe that for Advantage renegeing is allowable if you have Trumps in your Hand to trump it.

THE

THERE is another Sort of *All-Fours*, called *Running-All-Fours*, at which they play One and Thirty up ; and in this Game the Dealer hath a great Advantage, for if he turn up an Ace, it is four, a King three, a Queen two, and a Knave one ; and these are the same also in Play. A Ten is the best Card for making up.



XIII. FIVE-CARDS.

F*ive-Cards* is an *Irish* Game, and is much play'd in that Kingdom, and that for considerable Sums of Money, as *All-Fours* is play'd in *Kent*, but there is little Analogy between them.

THERE are but two can play at it, and there are dealt five Cards a-piece. The least of the Black, and the most of the Red wins. The Ace of Diamonds is the the worst of the whole Pack, unless it prove to be Trump.

THE five Fingers (*alias*, five of Trumps) is the best Card in the Pack ; the Ace of Hearts is next to that, and the next is the Ace of Trumps, then the Knave, and the rest of Cards are best according to their Value in Pips, or as they are Trumps.

BEFORE

84 *The Game called Costly-Colours.*

BEFORE you play ask whether he will *five* it, if he speaks affirmatively turn up the next Card of the Pack under that first turned up, and that must be Trumps; if not play it out: He that wins most Cards wins five, but he that wins all, wins ten.

OBSERVE, that the Ace of Hearts wins the Ace of Trumps, and the Five-fingers not only wins the Ace of Trumps, but also all other Cards whatever.



XIV. *Of a Game called, COSTLY-COLOURS.*

THIS Game is to be plaid out only by two Persons, of which the eldest is to play first as in other Games. You must deal off three a-piece, and turn up the next Card following; then the eldest is to take his Choice whether he will *Mogg* (that is change a Card, or no) and whoever refuseth is to give the other one Chalk or Hole, of which generally three-score and one makes the Game. Then must the eldest play, and the other, if he can, must make it up fifteen, for which he shall set up as many Holes, or Chalks, as there are Cards upon the Table; so likewise for five and twenty, and also as many

The Game called Costly-Colours. 85

many Cards as are plaid to make up thirty, no more or less, so many Chalks may be set up who play'd last, to make up one and thirty; and if one and thirty be not made, then he that play'd last, and is nearest one and thirty, without making out, must set up one, which is called, setting up one for the latter.

THIS being done, the eldest must show how many Chalks he hath in his Hand to set up, and after him the youngest, which they must reckon in this Manner, taking notice both of the Colour and Number of Pips upon the Card turned up, as those in their Hands, still reckoning as many for all the fifteen and five and twenty as there go Cards to make the Number; and if you have it by Chance in your Hand, and with the Card turned up, one and thirty, then you must set up four for that: You must also set up if you have them in your Hands, or can make them so in the Card turned up, as followeth, two for a Pair, be they either Coat-Cards, or others; two for a Knave, and if a Knave of the same Colour and Suit of the Card turned up, then you must set up four; and so for a Deuce four, if it be of the same Colour turned up: If you have three of a Sort, either Three, Fours, Fives, Sixes, or Coat-Cards, you must

must set up nine, and this is called a Pair Royal: Now if they are all either Hearts, Diamonds, or the like, then you must set up six for *Costly-Colours*. If you have three of a Colour, you can reckon but two for Colours.

WHOSOEVER dealt, if he turned up either Deuce or Knave, he must set up four for it ; as for Example, imagine you had dealt your Adversary three Cards *viz.* the Five of Hearts, four of Hearts and eight of Hearts ; to your self the Deuce of Hearts, seven of Clubs, and nine of Hearts. Lastly, you turn up a Card, which is the Knave of Hearts, for which you must set up four ; then because he will not ask you to change one, he gives you one, which you must set up, and then he plays ; suppose it be his Five of Hearts, you then play your Seven of Clubs, which makes twelve, then he plays his Eight of Hearts, which makes twenty ; then you play your Nine of Hearts, which makes twenty nine ; and because he cannot come in with his Five of Hearts, you must play your Deuce of Hearts, which makes you one and thirty. For your Five you must set up five, then he must set up what he hath in his Hand, which you will find to be but six, for he hath
nothing

nothing in his Hand but *Costly-Colours*. Then must you set up your Games, which first are two for your Nine of Clubs, and Nine of Hearts, which make fifteen, then that Fifteen, and the Knave turned up, makes five and twenty, for which set up three; then for your Deuce of Hearts, which is the right, set up four, and three for Colours, because you have three of a Sort in your Hand, with that turned up; now these, with the Five you got in playing for thirty one makes you, this Deal, with the Knave turned up, and the Cards in your Hand, just twenty. Many other Examples I might give you, but that it is needless, since this one is sufficient to direct you in all others. And thus much for *Costly-Colours*.



XV. *BONE-ACE.*

THIS Game you may look on as trivial, and very inconsiderable, and so it is by Reason of the little Variety therein contained, but because I have seen Ladies and Persons of Quality have play'd at it for their Diversion, I will briefly describe it, and the rather because it is a licking Game for Money.

THERE

THERE are seven, or eight (or as many as the **C**ards will permit) play at it at one time. In the lifting for dealing the least deals, which is a great **D**isadvantage; for that makes the **D**dealer. youngest **H**and.

THE **D**dealer deals out two to the first **H**and, and turns up the third, and so goes on to the next, to the third, fourth, fifth, &c. He that hath the biggest **C**ard carries the **B**one, that is, one half of the **S**take, the other remaining for the **G**ame; now if there be three **K**ings, three **Q**ueens, three **T**ens, &c. turned up, the eldest **H**and wins it. Here note, that the **A**ce of **D**iamonds is *Bone-Ace*, and wins all other **C**ards whatever. Thus much for the **B**one; afterwards the nearest to one and thirty wins the **G**ame, and he that turns up, or draws to one and thirty, wins it immediately.



XVI. *WIT and REASON, a Game so called.*

W*IT and Reason* is a **G**ame which seems very easy at first to the **L**earner,

Learner, but in his Practice and Observation shall find it otherwise. It is a Game something like one and thirty, and is plaid after this Manner.

Two playing together, the one hath all the red Cards, and the other hath the black: Then they turn up Crofs, or Pile, who shall lead; for the Leader hath a great Advantage over the other, as shall be demonstrated.

You are not to play a Ten first; for if you do you shall certainly lose; for one and thirty, being the game, he that first comes to it wins; now should the Leader play a Ten, the Follower will play another Ten, that makes twenty; let the Leader then play any Thing next, the Follower will be sure to make it up one and thirty.

He that hath the Lead, if he play a Nine, may certainly win the Game, if he look about him; ever remembering to get first to twenty, without spending two of one Sort, as two Deuces, two Treys, two Quaters, &c. otherwise you will lose: As for Example, you play a Nine first, your Adversary plays a Deuce that makes eleven, you play a Nine again, and that makes twenty; thus you have plaid but both your Nines, wherefore your Antagonist plays a Deuce, now you can play on

on no Card but he wins; for if you play an eight (for you cannot come in with your Ten) and you have never a Nine, then he hath an Ace for one and thirty; so if you play a seven, which makes Nine and Twenty, he hath a Deuce remaining to make up one and thirty, and so you may observe in the rest of the Cards.

TAKE this for a general Rule, that you have a very great Advantage in fetching out, by Play, any two of a Number, as aforesaid; as two Fives, two Sixes, two Sevens, &c. wherefore you must not play rashly, but with due Consideration arithmetically grounded to make up a certain Game of one and thirty. To conclude, he that hath the Art of playing well at One and Thirty, with Cards, that is, by naming such a Number, at first, and prosecuting it by such Addition of others, that your Adversary cannot think of any Number, but what shall be your Game; I say, such a Man is fittest to play at this Game called *Wit and Reason*.



XVII. *A Pastime called, The ART
of M E M O R Y.*

THIS *Art of Memory* is a Sport at which Men may play for Money, but it is most commonly the Way to play the Drunkard. It is the best when many play at it; for with few it is no Sport at all; for Example, as many Persons as do play, so many Cards trebled must be thrown down on the Table, with their Faces upwards; which every one must take notice of, and endeavour to register them in his Memory. Then the Dealer must take them all up, and shuffling them, after cutting deals to every one three a-piece.

THE first it may be calls for a King, which must be laid on the Table, with his Face downwards by him that hath it in his Hands; the next it may be calls for a Ten of Spades, which must be laid down in like Manner, and so it goes round; now if any one calls for what is already laid down, if they play for Liquor, he must then drink a Glass; if for Money, he must then pay a Farthing, Half-penny, or the like.

THIS

THIS Sport wholly depends on the Memory; for want of which a Man may lose at this Sport, his Money, or his Understanding.



XVIII. *A Game called P L A I N-
D E A L I N G.*

HE that deals hath the Advantage of this Game; for if he turn up the Ace of Diamonds he cannot lose: To his Adversary he delivers out nine, and but three to himself; then are the Cards plaid as at *Whist*, the best of Trumps, or other Cards wins and but one to be gotten at a Deal. I cannot commend this Pastime for its ingenuity, and therefore only name it, because we treat of Games in general.



XIX. *A Game called, Q U E E N
N A Z A R E E N.*

THERE may as many play at it as the Cards will allow of, five
Cards

Cards are dealt to every Player; the Queen of Diamonds is *Queen Nazareen* and he that hath it demands three a-piece of every Player. The Knave of Clubs is called *Knave Knoch*, and he that has it challengeth two a-piece. If Women play among Men, it is customary for *Knave Knoch* to kiss *Queen Nazareen*.

LASTLY, he that lays down a King, the last Card that is play'd, challengeth one, and begins again; and he that hath first plaid away his Cards demands as many Counters as there are Cards in the Hands of the rest.



XX. *A Game called PENNEECH.*

HAVING dealt seven Cards a-piece, turn up a Card, and that is Trumps. The Ace and Coat-Cards of Trumps are thus reckoned, the Ace is five, the King Four, the Queen three, and the Knave two.

HAVING play'd, he that wins the first Trick turns up another Card, and that is Trumps; and so every Trick produceth a fresh Trump, till all the seven be plaid.
Now

Now if it so happen, that what is turn'd up proves an Ace, or Coat-Card, that is a great Advantage to him who won the last Trick ; for if it be an Ace turn'd up, then he reckons five, if a King four, if a Queen three, as aforesaid.

AFTER all the seven Cards be play'd (which at first are dealt one by one) he that won the last Trick turns up a Card, and if it prove Ace, King, Queen or Knave, he reckons for it accordingly, as aforesaid.

IF the Seven of Diamonds be turned up, that is *Penneech*, and is reckoned fourteen turned up, but it is but seven in Hand, and not that neither, unless Diamonds be Trumps ; if it be Trump, it is the highest Card, and wins all others ; if it be not Trump it wins all Diamonds.

LASTLY, Having play'd out all the fourteen Cards betwixt you, count how many Cards you have more than your own seven at first dealt you, and for every Card reckon one, and so you must reckon on with the Value of your Coat-Card Trumps, with *Penneech* turn'd up, or in Hand, till you come to sixty one, which is the Game.

HERE note, if you have neither Ace nor Face, you may throw up your Game and deal again.

XXI. *P O S T and P A I R.*

P *O S T* and *Pair* is a Game on the Cards very much play'd in the West of *England*, as *All-Fours* is play'd in *Kent*, or *Fives* in *Ireland*.

THIS Play depends much upon daring ; so that some may win very considerably, who have the boldness to adventure much upon the Vye, although their Cards are very indifferent.

YOU must first stake at Post, then at Pair ; after this deal two Cards a-piece, then stake at the Seat, and then deal the third Card about. The eldest Hand may pass and come in again, if any of the Gamesters vye it ; if not, the Dealer may play it out, or double it.

THE Ace of Trumps, as at *Ruff* and *Honours*, is the best Card of all, and so on of the rest in order. At Post the best Cards are one and twenty, *viz.* two Tens and an Ace, but a Pair Royal wins all, both Post, Pair and Seat. Here note, that he who hath the best Pair or the best Post, is the Winner. A Pair is a Pair of any two, as two Kings, two Queens,

Queens; &c. A Pair Royal is of three, as three Kings, three Queens, &c. The Vye is what you please to adventure upon the Goodness of your own Hand ; or if it be bad, and you imagine your Adversary's is so likewise, then bid high courageously, by which Means you daunt your Antagonist, and so bring him to Submission.

IF all the Gamesters keep in till all have done, and by Consent shew their Cards, the best Cards carry the Game. Now according to Agreement those that keep in till last, may divide the Stakes, or shew the best Card for it.

OBSERVE, where the Cards fall in several Hands of the same Sort, as a Pair, or Pair-Royal, and so forth, the eldest Hand carries it.



XXII. *BANKAFALLET, a Game on the Cards so called.*

THE Cards must be cut into as many Heaps as there are Players, or more, if you please, and every Man lays as much Money on his own Card as he think-

thinks fit, or on the supernumerary Heaps. So many as the Dealer's Card is inferior to, so many he pays; so many as his Card is superior to, so many he wins from.

THE best Card is the Ace of Diamonds, the next to that the Ace of Hearts; thirdly, the Ace of Clubs; and lastly, the Ace of Spades, and so the rest of these Suits in order, according to their Degree. The Cheat lies in securing an Ace or any other good sure winning Card; and if you mark the Cards beforehand, so as to know them by the Backside, you know how to make your Advantage.



XXII. B E A S T.

IT is called by the *French*, *La Bett*, and is play'd by them after this Manner. The best Cards are King, Queen, and so forwards. They make three Heaps, the King, the Play, and the Triolet.

To every one is dealt five Cards, (they may play three, four, five, or more) as at *French Ruff*, with the same Rigour;
F
before

before the Cards are dealt, every one stake to the three Heaps. He that wins most Tricks takes up the Heap that is called the Play: He that hath the King takes up the Heap so called; and he that hath three of any Sort, that is, three Fours, three Fives, three Sixes, and so fourth takes up the Triolet.

THUS much for the *Games* on the CARDS; but for the Reader's further Entertainment, we have now first added some diverting *Fancies*, and *Tricks* upon the same; which may be seen in a *Supplement* immediately following the *Game* at *Billiards*.





Games within the Tables.



I. *The Famous Game, called, VER- QUERE.*

THIS Game, as our most famous Gamesters will tell you, came originally from *Holland*, and is said to be the only noted Game, upon the Tables, that they practice and is good, it being usual and common amongst them, to learn it in their Infancy, or Childhood, by that early Beginning to become greater Proficients at their Maturity, and be the better able, when they are divertively engaged, and their Business will allow Leisure, to excel and over-reach one another. The Manner of the *Game*, as they play it there, or as we here in *England*, who have also learned to be Proficients at it, is after this Manner.

ALL the *Table Men* are placed on the *Acc-Point*, where you set the two Men at *Back-Gammon*; and as at that Game bring 'em round into your own Tables, but with different Circumstances, as by

100 *The Game of Verquere:*

further Instructions will appear; for in the first Place, you are not allowed to make a Point in either of your Tables, next your Adversary, the further *Ace-Point* excepted, for there you may do it as your Ingenuity and Discretion does best direct you; but you may take as many Points in your own Tables as you think good, to advantage your own Game, and by so doing, to hinder your Adversary from approaching you, or by the Luckiness or Fortune of his Throw to get the better of it.

IN the next Place then, you are to observe, that this Game is commonly play'd double and single; the double is called *John*, which is a particular Benefit that your Adversary gets upon you, if his Luck in throwing be extraordinary; but in such a case you can never be *John'd*, except you have more Men than you can enter upon six Points, that is to say, seven men, which is one more, as is easily observed, than your Points will bear; and in such a Case you must yield the Double, and consequently your Game is in Danger to be lost.

NOTE, that tho' you always point as your Cast affords you Convenience, and to the best Advantage of your Game; yet you cannot enter two Men upon any Point,
and

and in that Particular this famous Game of *Verquere* is singular from others, that, either abroad or here, are known upon the *Tables*.

YOU play Doublets, and at last bear away all your Men, as at *Back-Gammon*, and the Art is in managing your Throws to make your Game proper; for this, whilst your Adversary, by ill throwing, or indifferent Management, lags behind, is very convenient for you to be skilled at. Note also, that when you have more Men to enter, than you have opened Points to receive them, you are to let your Adversary throw, which I have seen for a considerable Space of Time, until by playing his Men forward (contriving as much as possible he can to gain the Preheminence, and put back your Game) he makes Room for you by a Vacancy; else perhaps the Nature of this Diversion is such, that the Game may hold out a Month, or Time out of Mind, there being no Possibility of going on, till you have the Privilege by his opening the Passage for you on the Tables, to enter your remaining Men.

NOTE too; that if you hit any of your Adversary's Men, by a fortunate Cast of your Dice, and that he has the favourable Fortune, presently after, to hit you again;

in such a Case, which indeed is not very common at this Game, if there be not Room for you to enter in his *Tables*, nor for him to perfect the Advantage of his Throw, to enter in yours; it is the Nature of this Game, that you must lose it double, you being the first to throw. This, and the rest of the Accidents of *Verquere*, are like most of the rest on the *Tables*, presently to be explained and understood, by taking an Occasion to see it play'd.



II. *The Noble and Courtly Game at Tables, called GRAND-TRICK-TRACK,*

IS, as I am Informed by the Skilful at these Diversions, and such as have searched into its Original, a *French* Invention; and most commonly used by Persons of the first Quality, it being in Repute, second to the hereafter mentioned difficult and Royal Game at *Chefs*.

To lead the Reader then into the Knowledge of this Matter, he must first be informed, that the Table-Men are to be placed on the Side of the *Tables*, exactly

actly as they are at the Game hereafter-mentioned, called *Tick-Tack*. Next then it is to be observed, that besides the Table-Men, with which you play, there are three other Pieces to be used, called *Markers*, whether Half Crowns, or Half-pence, or any other Coin; the use of which three Pieces, or Markers, is as follows :

THEY are to mark the Throws of your Dice, on the Points of your Tables, that are Advantageous to you : For Example, If in your first Tables you make single Toots, in three Casts, or Throws, you mark with one Marker four.

THERE are twelve Holes on the Sides of your Tables, with Pegs in them, for the use of this Game: Note then, that twelve Marks gained on the Points of your Tables, make an Hole, and twelve Holes make up the Game, if you agree to it, else less or more; if you fill up your Points, for every single Throw on the Dice, you make four, and for Doublets six, and may hold your Game as long as you think convenient, that is, play on without breaking up your own, and your Adversary's, if you believe you shall get no Advantage by beginning again.

If you hold with your double Men in your Tables, before you can make a
 F + Point,

Point, and your Adversary cannot fill his Tables, you are obliged with your Marker to pass over-into his Tables, tho' it be commonly a Disadvantage ; but if he throws so well as to fill up, then it alters the Matter, and you cannot pass. Note, that when you have marked twelve with your Marker, which, as I said before, makes up one Hole, you may go off, break up your Tables, and begin again, provided you have the Dice, or else you cannot.

IF in playing this Game, you touch a Man rashly, as intending to play it, and think to change it for another ; the Severity in this Case, is as severe as at *Tick-Tack*, and you are obliged to play it as you before intended.

NOTE, that as to those Men that are obliged to pass over into the Adversary's Tables, if he hits them, he marks thus :

FOR every single Throw, four, for Doublets six ; and if at any Time, by your good Fortune in throwing, you can mark over and above twelve, you must then mark a Hole, or else two, if you go double, and the Overplus remaining is called, *to the Good*, provided you don't break your Game : You cannot go off, nor break your Tables, by your Adversary's

fary's Throws. And note, that if you chance to make more or less than is right, it is in his Power to take the Advantage, put you back, or oblige you to mark full. This is the Beginning of the Game, and what is most considerable in your first Tables.

NOW, as to your Adversary's second Tables, for every man you hit of his with a single Die, you mark but two, and for Doublets, four; tho' in his first Tables, four for each single Die, and six for Doublets.

IF you chance to hit a Blot or two in your Adversary's Tables, and cannot pass, by Reason of his Men standing in your Way, and hindring you; it is allowable for him to take the Advantage of marking by your own Throws in both Tables, as before mentioned.

THE Ace-Point of both Corners in the second Tables, which we take, and very much advantage our Game with at *Tick-Tack*, by making a double Game, cannot be divided here, nor fill the Corners as at that Game; tho' in Lieu of that Convenience, if the Dice favour, for each single Cast you mark four, and for Doublets six.

THEN as to that Part of the Game, called *Gens des Retour*, or the *Back-Game*, which

which is the latter Part. Next, bearing off your Men, as is used at *Back-Gammon*, you play your Men as fast as you can into his Tables, endeavouring to fill up the Points, as at the *Fore-Game*, which being done, you bear off your Men ; only there is one Distinction between this and *Back-Gammon* (noted before) that a Doublets, thrown at the last Cast, give considerable Advantage to the Gamester there ; it is here of no Value, nor gives any Addition to the Throw.

NOTE, that if at any Time you break up your Tables, and disorder your Men except by gaining twelve Points you can mark a Hole ; it is in your Adversary's Power to oblige you to hold your Game on still, and to play all the Table-Men you have so touched and disordered to his own Advantage.

NOTE also, that we distinguish the single from the double, in this Manner ; if your Adversary, by his ill Fortune in throwing, has no Points on his Table marked, altho' your Throw is single, yet still you may mark a double Point ; but if otherwise he has such good Luck by the Dice, to have any Point to mark, then he comes double, which you are to take off again, if you can hit him.

THESE are all the Passages that are considerable in this Courtly and much used Game of *Grand-Tricktrack*, which, tho', easily to be comprehended, by those who divert themselves with playing often at Tables, and especially such who have any Insight into the under-mentioned Game of *Tick-Tack*, of which this Game is observed to make a Compleatment, by adding more Parts and Embelishments; yet the most ready Way for a young Gamester, who is desirous to learn it, is to see two that are skilful play at it, and then taking notice of these Instructions, he will presently be led into the Secret.



III. Of *IRISH*.

IRISH is an ingenious Game, and requires a great deal of Skill to play it well, especially the After-Game. It is not to be learned otherwise than by Observation and Practice; however I shall lightly touch hereon.

THE Men which are thirty in Number are equally divided between you and your Adversary, and are thus placed, two on the Ace Point, and five on the Six of your left Hand Table, and three on the Cinque, and

and five on the Ace Point of your right Hand Table, answered on the like Points by your Adversary's Men, with the same Number ; or thus, two of your Men on the Ace Point, five on the double Sice, or Sice-Cinque Point, three on the Cinque Point in your own Tables, and five on the Sice Point at Home, and all these pointed alike by your Adversary.

IN your play have a Care of being too forward, and be not rash in hitting every Blot, but with Discretion and Consideration, move slowly but securely ; by which means, though your Adversary have filled his Tables, but with all Blots, and you by hitting him enter, you may win the Game ; nay, sometimes, though he hath borne his Men all to a very few.

'Tis the Part of a prudent Commander, as he leads out his Men to bring them home as safe as he may ; so must you have a Care of your Men as you are bringing them home that they are not pick'd up by the Way.

HAVE a special Care that your Adversary double not the Trey, Ace-point with his Men, and so make what convenient Haste you can to fill up your own Tables and beware of blotting ; that done, beat as fast as you can.

FOR an After-Game I know not what Instructions to give you, you must herein trust to your own Judgment, and the Chance of the Dice, and if they run low for some Time, it will be so much the better.



IV. Of BACK-GAMMON.

YOUR Men are placed as at *Irish*, and *Back-Gammon* differs but very little from it, but in Doublets which at this Game is plaid fourfold, which makes a quicker Dispatch of the Game than *Irish*.

BE sure to make good your Trey, Ace-Points, hit boldly, and come away as fast as you can, to which End, if your Dice run high, you will make the quicker Dispatch.

WHEN you come to bearing, have a care of making when you need not, and Doublets now will stand you most in Stead.

IF both bear together, he that is first off without Doublets, wins one.

IF both bear, and one goes off with Doublets, he wins two.

IF your Table be clear before your Adversary's Men be come in, that is a *Back-Gammon*, which is three; but if you thus go off with Doublets, it is four.

FALSE Dice are much used at *Irish* and *Back-Gammon*, for the Benefit of entering, wherefore have a special care that you have not Cinque-Deuces, and Quarter-Treys put upon you, you may quickly perceive it by the running of the Dice.

THE Person that is cunning at play has great Advantage of a Novice or innocent Man, which is commonly by topping or knaping, which by its often Practice may be suspected by his Adversary; then he has Recourse to Dice, which runs particular Chances for his purpose, which the other being ignorant of, is almost an equal Advantage with the former. For Example, he provides Dice that runs six, five, four, 'tis his Business to secure those Points, so that if he happens to surprize any of your Men coming home, as it is two to one but he does, he does without a Kind of Miracle win the Set.

'Tis possible sometimes they may make use of three, two, which are the low Chances; but that they seldom do for
this

this Reason, the high or forward Points being supplied, you must enter, if at all, upon the low Points which keeps you backwards and gives him Advantage. The Advantage of this Game is to be forward, if possible, upon safe Terms, and to point his Men at that Rate that it shall not be possible for you to pass, though you have entered your Men, till he gives you Liberty, having two to one the Advantage of the Game.



V. TICK-TACK.

ALL your Men must stand on the Ace-Point, and from thence play forward, but have a Care of being too forward, or so at leastwise that Doublets reach you not.

SECURE your Sice and Cinque-point whatever you do, and break them not unless it be when you have the Advantage of going in, which is the greatest Advantage you can have next to a Hit; for your Adversary's eleventh Point standing open, you have, it may be, the Opportunity of going in with two of your Men, and then you win a double Game. A
I Hit

Hit is but one, and that is, when you throw such a Cast that some one of your Men will reach your Adversary's unbound, but sometimes, though it hits it, will not pass by Reason of a Stop in the Way, and then it is nothing. Sometimes it is good, going over into your Adversary's Tables, but it is best for an After-Game.

PLAYING close at home is the securest Way, playing at length is both rash and unsafe, and be careful of binding your Men when you lie in Danger of the Enemy. Moreover, if you see you are in Danger of losing a double Game, give your Adversary one; if you can it is better doing so than losing two.

HERE note, if you fill up all the Points of your second Table with your own Men you win two, and that you may prevent your Adversary from doing so (if you are in Danger thereof) if you can, make a vacant Point in his Tables, and it is impossible for him to do it.

THIS is the plain Game of *Tick-Tack*, which is called so from *Touch and Take*, for if you touch a Man you must play him though to your loss; and if you hit your Adversary and neglect the Advantage, you are taken with a *Why-not*, which is the Loss of one: Likewise if you

are in, and your Cast is such that you may also go into your Adversary's eleventh Point, by two other Men, and you see it not, either by Carelessness or eager Prosecution of a Hit, which is apparent before your Eyes, you lose two irrecoverably. Besides, it is a very great Oversight, as your Men may stand, not to take a Point when you may do it.

Now some play this Game with Toots, Boveries and Flyers; Toots is, when you fill up your Table at home, and then there is required small Throws; for if you get over with a Sice, you have no Benefit of Toots.

BOVERIES is when you have a Man in the eleventh Point of your own Tables, and another in the same Point of your Adversary's, directly answering.

FLYERS, is when you bring a Man round the Tables before your Adversary hath got over his first Table, to the effecting of which there is required very high throwing of your Side, and very low throwing of his.

MUCH more might be said as to the Craft of the Play, which cannot be so well discovered as from Observation in your own or others playing.

THERE are several foolish Pastimes to be plaid in the Tables, which are ridiculous

culous to treat of; whereof I shall only mention these Three, *viz.*



VI. *DOUBLETS.*

AT *Doublets* the fifteen Men are thus placed; upon *Sice*, *Cinque* and *Quater* there are three Men a-piece, upon *Trey*, *Deuce*, *Ace*, but two a-piece.

HE that throws most hath the Benefit of throwing first, and what he throws he lays down; and so doth the other; what the one throws and hath not, the other lays down for him to his own Advantage; and thus they do till all the Men are down, and then they bear, but not till they are down; he that is down first bears first, and will doubtlesly win the Game if the other throws not *Doublets* to overtake him; now he that throws *Doublets* apace is certain to win, for as many as the *Doublets* are, so many he lays down, or bears; for Example, if two *Fours*, he lays down, or bears *Eight*, and so for the other *Doublets*; and therefore he that can either nap, top, or hath high Runners about him, hath a great Advantage herein.

VII. *SICE.*

VII. *SICE-ACE*.

FIVE may play at *Sice-ACE* with six Men a-piece, they one load another with Aces, Sixes bears only, and Doublets drinks and throws again, so often some I have seen, that for the Lucre of a little Money, have resolved rather to lose themselves than a Penny. It is commonly agreed the last two, or the last out shall lose, and the rest go free.

VIII. *KETCH-DOLT*.

AT *Ketch-Dolt* the first throws and and lays down from the Heap of Men without the Tables, what is thrown at it may be *Sice-Deuce*, if the other throw either *Sice* or *Deuce*, and draw them not from his Adversary's Tables to the same Point in his own, but takes them from the Heap, and lays the Ace down, he is dolted and loseth the Game, or if he but touch a Man of the Heap and then recal himself, the Loss is the same.

same. Some by frequent Practice will never be dolted, and then they strive who shall fill up their Tables first; which done he that bears them off first hath won the Game. And so much for Play within the Tables.



Games without the Tables

I. Of *I N N* and *I N N*.

I*N N* and *Inn* is a Game very much used in an *Ordinary*, and may be played by two or three, each having a *Box* in his Hand. It is play'd with four Dice. You may drop what you will, Sixpence, Shillings, or Guineas; every *Inn* you drop, and every *Inn and Inn* you sweep all; but if you throw out, if but two play, your Adversary wins all; if three that *Out* is a *Bye* between the two other Gamesters, which they may either divide or throw out for it. Here you are to observe that *Out* is when you have thrown no Doublets on the four Dice. *Inn* is when you have thrown two Doublets of any Sort, as two Aces, two Deuces, two Kings, &c. *Inn and Inn* is, when you throw all Doublets, whether all of

Sort

ort, or otherwise, *viz.* four Aces, four Deuces, or four Cinques, or two Aces, two Deuces, two Treys, two Quaters, or two Cinques, two Sixes, &c.

YOUR Battle may be as much and as little as you will from twenty Shillings to twenty Pounds, and so onwards to a thousand, which Battle is not ended till every Penny of that Money agreed upon for the Battle be won; and it is but requisite, for it is frequently seen, that in a battle of ten Pounds, a Gentleman hath been reduced to five Shillings, and yet hath won at last the Battle.

FOR a Gamester that would win without hazarding much his Money, Dice that will run very seldom otherwise but Aces, Cinques, Quaters, &c. are very necessary. If those Instruments are not to be had, a Taper-box will not be amiss, that as the Dice are thrown in may stick by the Way, and so thrown to Advantage. I have heard of one, who having spent the major Part of his Patrimony in good Fellowship, and such Pastimes as the Heat of Blood, with vigorous Youth, most prosecute, at length considered how he should live hereafter, and finding but small Encouragement at home, and lesser road, thought if he could contrive a way to win a considerable Sum at play (having

(having been a great Loser himself) that should be the Basis of his future Settlement: After various Consultations within himself he at length contrived this Stratagem; he caused a Box to be made, not as they are usually screw'd within, but smooth, and procured it to be so well painted and shadowed within, that it look'd like a screw'd Box; now this Box was but half board wide at Top, and narrow at Bottom, that the Dice, as aforesaid, might flick, and the Box being smooth, would come out without tumbling. With this Box he went and play'd at *Inn and Inn*, by virtue whereof, and his Art of taking up and throwing in his Dice into the Box, he got the first Night a Thousand Pound, and the next Night two hundred a Year, with a Coach and six Horses, which Coach and Horses (being very valuable) he sold, but the Estate he lives on to this Day, with great Improvements, and never would handle a Dye since, well knowing how many worthy Families it hath ruined.



II. Of *PASSAGE*.

Passage is a Game at Dice to be plaid at but by two, and it is perform'd with three Dice. The Caster throws continually till he hath thrown Doublets under ten, and then he is out, and loseth, or Doublets above ten, and then he *passes* and wins; high Runners are most requisite for this Game, such as will rarely run any other Chance than four, five or six, by which Means if the Caster throws Doublets he can scarcely throw out. There is the same Advantage of the Smooth Taper-Box, aforesaid, in this Game, as at *Inn and Inn*; with the like Benefit of the Dice, whether by *palming*, *topping*, *slurring*, or *knapping*.

III. *HAZZARD*.

Hazzard is a proper Name for this Game; for it speedily makes a Man or undoes him; in the twinkling of an Eye either a Man or a Mouse.

THIS Game is play'd but with two Dice, but there may play at it as many

as can stand round the largest round Table.

THERE are two Things chiefly to be observed, that is *Main* and *Chance*; the *Chance* is the *Caster's*, and the *Main* theirs who are concerned in Play with him. There can be no *Main* thrown above nine and under five; so that five, six, seven, eight, and nine, are the only *Mains*, and no more which are flung at *Hazzard*; *Chances* and *Nicks* are from four to ten, thus four is a *Chance* to nine, five to eight, six to seven, seven to six, eight to five; and nine and ten a *Chance* to five, six, seven and eight; in short, four five, six, seven, eight, nine and ten, are *Chances* to any *Main*, if any of these *Nick* it not: Now *Nicks* are either when the *Chance* is the same with the *Main*, as five and five, six and six, seven and seven, and so on; or six and twelve, seven and eleven, eight and twelve; where note, that twelve is out to nine, seven and five; and eleven is out to nine, eight, six and five; *Ames-Ace* and *Deuce-Ace*, are out to all *Mains* whatever.

THAT I may the better illustrate this this Game, it will not be amiss to give one Example for your better Information; Seven's the *Main*, the *Caster* throws five, and that's his *Chance*, and so hath five
to

to seven ; if the Caster throw his own Chance, he wins all the Money was set him, but if he throw seven, which was the Main, he must pay as much Money as is on the Board ; if again seven be the Main, and the Caster throws eleven, that is a Nick, and sweeps away all the Money on the Table ; but if he throws a Chance, he must wait which will come first. Lastly, if seven be the Main, and the Caster throws *Ames-Ace*, *Deuce-Ace*, or twelve, he is out, but if he throw from four to ten, he hath a Chance, though they are accounted the worst Chances on the Dice, as seven is reputed the best and easiest Main to be flung ; thus it is in eight or six, if either of them be the Main, and the Caster throws either four, five, seven, nine or ten, this is his Chance, which if he throw first, he wins, otherwise loseth ; if he throw twelve to eight, or six to the same Cast with the Main, he wins ; but if *Ames-Ace*, or *Deuce-Ace* to all he loseth ; or if twelve, when the Main is either five or nine. Here note, that nothing nicks five but five, nor nothing nine but nine.

FOUR and Five to Seven is judged to have the worst on't, because Four (called by the Tribe of Nickers, little Dick Fisher) and Five have but two Chances,

G

Trey

Trey Ace and two Deuces, or Trey Deuce and Quater Ace, whereas Seven hath three Chances, Cinque Deuce, Six Ace, and Quater Trey; in like Condition is nine and ten, having but two Chances, fix Trey, Cinque and Quater or fix Quater and two Cinques.

Now fix and eight one would think should admit of no Difference in Advantage with seven, but if you will rightly consider the Case, and be so vain to make Trial thereof, you will find a great Advantage in seven over fix and eight. How can that be, you will say, hath not fix seven and eight, eight equal Chances? For Example, in Six, Quater Deuce, Cinque Ace, and two Treys; in Eight, fix Deuces, Cinque Trey, and two Quaters and hath not seven three, as aforefaid? It is confess'd, but pray consider the Disadvantage in the Doublets, two Trey and two Quaters, and you will find that fix Deuce is sooner thrown than two Quaters, and so consequently Cinque Ace or Quater Deuce sooner than two Treys. I saw an old Rook once take up a young Fellow in a Tavern, upon this very Score. The Bargain was made that the Rook should have seven always, and the young Gentleman fix, and throw continually; agreed to play they went, the Rook

the first Day ten Pound, the next Day the like Sum, and so for six Days together, losing in all threescore Pounds; notwithstanding the Gentleman, I am confident, had square Dice, and threw them always himself. And farther to confirm what I alledged before, not only this Rook, but many more have told me, that they desired no greater Advantage than to have seven always, and the Caster to have six. Here note, it is the Opinion of most, that at the first Throw the Caster hath the worst on't.

CERTAINLY *Hazzard* is the most bewitching Game that is play'd on the Dice; for when a Man begins to play, he knows not when to leave off; and having once accustomed himself to play at *Hazzard*, he hardly ever after minds any Thing else; I have seen an old Man, about the Age of seventy, play at an Ordinary when his own Eyes were so defective, that he was forced to help them with a pair of Spectacles; and having an Opportunity one Day to speak to him, how a Man of his Years could be so vain and boyish still to mind Play; insisting withal upon the Folly of that Action to hazzard his Money when he had not Sight enough remaining to discern whether he had won or lost; besides, Sir, said I, you cannot

But hear how you are derided every Time you come to the Ordinary: One says here comes he that cannot rest quiet, but will cry without the Rattle of the Dice: another cries, certainly such a one plays by the Ear, for he cannot see to play. Let them talk what they will, said the Gentleman, I cannot help it, I have been for above forty Years so us'd to play, that should I leave it off now, I might as good stop those Issues about me, which have been instrumental in the Preservation of my Life to this Length of Time.

To conclude, happy is he that having been much inclined to this Time-spending, Money-wasting Game, hath took up in Time, and resolved for the Future never to be concerned with it more; but more happy is he that hath never heard the Name thereof.





The Warlike Game at C H E S S.

C*H E S S* is a Royal Game, and more difficult to be understood than any other Game whatever, and will take up, sometimes, in the playing, so long a Time, that I have known two play a Fortnight, at Times, before the Game has been ended: And indeed, I believe, the Tediousness of the Game has caused the Practice thereof to be so little us'd; however, since this Pastime is so highly ingenious, that there is none can parallel, I shall here lay down some brief Instructions tending to the Knowledge thereof.

THE first and highest is a *King*, the next in Height is a *Queen*, the cloven Heads are *Bishops*; they who have Heads cut aflant like a Feather, in a Helmet, are called *Knights*, the last are called *Rooks*, with a round Button, a Cap on his Head, and these signify the Country and Peasantry, the *Pawns* are all alike, and each Nobleman hath one of them to wait upon him.

THE *Chess-Men* standing on the Board you must place the *white King* in the *fourth House*, being *black* from the Corner of the Field, in the first and lower *Rank*, and the *black King* in the *white House*, being the *fourth* on the other Side, in your Adversary's first *Rank*, opposite to the *white King*; then place the *white Queen* next to the *white King*, in a *white House*, which is the *fourth* on that Side of the Field; likewise the *black Queen* in a *black House*, next to a *black King* in a same *Rank*.

THEN place on the other Side of the *King*, in the same *Rank*, first a *Bishop*, because being a Man of Counsel, is placed before the *Knight*, who is a Man of Action, or Execution; the *Knight* after the *Bishop*, and after the *Knight's* place the *Rook*, (who is a Peasant or Countryman) in the last Place, or Corner of the Field: Place also on the *Queen's* Side, and next to her a *Bishop*, next a *Knight*, and then a *Rook*; the *Pawns* take up the last Place, one of which you must place before each Nobleman as Attendants; so that these Great or Noblemen fill up the *first Rank*, and the *Pawns* the *second*, from one Corner of the Field to the other; and as many great Men and Pawns, as belong to the *King*, so many hath the *Queen*,
viz.

viz. three great Men and four Pawns a-piece, that is, one Bishop, one Knight, and one Rook with their Pawns.

HAVING thus placed and ordered your Men, you must in the next Place consider their March, how they advance and take Guard and Check.

THE Pawns do commonly begin first the Onset, and their March is forward in their own File, one House at once only and never backward; for the Pawns alone never retreat, the Manner of his taking Men is sideways in the next House, forward of the next File to him on either Side, where, when he has captivated his Enemy, and placed himself in his Seat, he proceeds and removes forward one House at once in that File, until he find an Opportunity to take it again.

THE Pawn guards a Piece of his Side, which stands in that Place, where if it were one of the contrary Party, he might take it. In like manner the Pawn checks the King, viz. as he takes not as he goes with Check, if the adverse King cannot shun, either by taking up the Pawn himself (if the Pawn be unguarded, or occasion his taking by some of his Pieces, he must of necessity remove himself out of the Pawn's Check) or if it lie not in his Power, it is Pawn-Mate, and so the

Game is ended, and lost by him whose *King* is so *Mate*.

THE *Rook* goes backward and forward, in any *File* and *cross-ways*, to and fro in any *Rank*, as far as he will; so that there stands no *Piece* between him and the Place he would go to. Thus he doth guard his own and *check* the *King* also, which *Check* if the *King* can neither cover by the Interposition of some *Piece* of his, between the *checking Rook* and himself, nor take the *Rook*, nor be the Cause of his taking; he must remove himself out of that *Check*, or it is *Mate*, and the Game is up.

THE *Knight* skips forward, backward, and on either Side from the Place he stands in; to the next, save one, of a different Colour, with a sideling *March*, or *aslope*; thus he kills his Enemies, guards his Friends, and *checks* the *King* of the adverse Party, which because (like the *Pawn's Check*) it cannot be covered, the *King* must either remove, or cause the *Knights* to be taken (for he himself cannot take the *Knight* that *checks* him) or its *Mate*, and the Game is up.

THE *Bishop* walks always in the same Colour of the Field that he is first placed in, forward and backward, *aslope*, every Way, as far as he lists; provided that
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the Way be clear between him and the Place he intends to go to: Thus he rebukes the Adversary, guards his Consorts, and *checks* the adverse *King*, which not being avoidable, as aforesaid, is *Mate* to him, and the Game is ended.

THE *Queen's* Walk is more universal; for she goes the Draughts of all the aforesaid *Pieces*, (the *Knights* only excepted, for her March is from one Colour to the other asloap) so far as she listeth, not finding the Way obstructed by any *Piece*: And thus she disturbs her Adversaries, protects her Subjects, and *mates* the *King*, unless (as aforesaid) he removes, covers, takes, or causes her to be taken, otherwise it is his *Mate*, and the Game is concluded.

THE *King's* Draught is from his own to the next to him any Way, that either is empty of his own Subjects, or where he may surprisè any unguarded Enemy, or where he may stand free from the *Check* of any of the adverse Party: Thus he confounds his Foes, defends his Friends, but *checks* not the *King* his Enemy, who never *check* one another; for there must ever be one *House*, or Place, at least, between the two *Kings*, tho' unpossess'd of any other *Piece*; and if one *King* be compelled to flee for Refuge to the

King, of the adverse Party, then it is *Mate*, or a *Stale*, and so he that gives the *first* wins the Game. Let this suffice for the various Draughts, and several Walks of the Chess-men; but this is not all, I shall give you some other Instructions as brief as I may, and refer the rest to your own Observation.

KINGS and Queens have seven a-piece to attend them. The King, whether white or black, guards five Persons before he goes forth, and being once advanced into the Field, though it be but in the second House, he then, and afterwards in his March guards eight Houses, till he come again to one Side or other of the Field.

THE Five, the King guards before his March, are the Queen, the Bishop, his own, his Queen's, and his Bishop's Pawn.

THE Queen protects her King and Bishop, her King's, her Bishop's, and her own Pawn. Thus the Queen guards as many as the King before she goes forth, and after, till the Game be won or lost.

THE King's Bishop guards the King's Pawn, and his Knight's; the Queen's Bishop guards the Queen's Pawn, and her Knights guard but three Houses a-piece before they go forth; but after they are marched off from the Side of the Field they

they guard as many Houses as the King and Queen do. Those Houses which the Knights guard e'er they go out, are the King's. The Knights guard the King's Pawn, and the third House in the Front of the King's Bishop's Pawn, and the third House in the Front of the King's Rook's Pawn.

THE Queen's Knight guards her Pawn, and the third House in the Front of her Bishop's Pawn, also the third House in the Front of her Rook's Pawn. The King's Rook guards his own Pawn, and the King's Knight's, and no more till he be off of the Side of the Field, and then he guards four Houses, and the same does the Queen's Rook. The Pawns likewise guard these Places, before they be advanced into the Field, *viz.* The King's Pawn guards the third House before the Queen, and the third before the King's Bishop; the Queen's Pawn guards the third House before the King, and the third before her Bishop. The King's Bishop's Pawn guards the third House before the King, and the third before the King's Knight. The Queen's Bishop's Pawn guards the third House before the Queen, and the third before the Queen's Knight. The King's Knight's Pawn guards the third House before the King's Bishop, and

and the third before the King's Rook. The Queen's Knight's Pawn guards the third House before the Queen's Bishop, and the third before the Queen's Rook. The King's Rook's Pawn, and the Queen's Rook's Pawns, guard but one House a-piece, that is to say, the third House before the Knight, because they stand on the Side of the Field.

NEXT consider the Value of the great Men. The King exposes not himself to Danger upon every Occasion; but the Queen is under him as General, and does more Service than any two great Men besides; and when it happens that she is lost, her King most certainly loses the Field, unless the Adversary knows not how to make use of so great an Advantage: Wherefore if a King lose two or three of his best Men, in taking the Oponent's Queen; yet he has the best of it, if he can but manage his Game rightly.

NEXT to the Queen in Value, is the Rook, and is as much in Worth above the Bishop and Knight, as the Queen is above him; so that a Rook is more worth than two Bishops, or two Knights, because he can give a Mate by the Help of the King, which no other Piece can do, unless play'd with excellent Skill.

BISHOPS

BISHOPS are accounted better than Knights, because they can give a Mate with a King, when no other Men are left to help them, with more Ease than the Knights can; for they seldom, or never do it: Yet it is more dangerous to lose a Knight than a Bishop, because the Knight's Check is more dangerous than the Bishop's; for the Bishop is tyed to one Corner of the Field, out of which he cannot pass; but the Knight passes through all the Houses of the Field: The Bishop's Check may be covered, the Knight's cannot; besides, if it fall out that one of the Kings hath no other Men left but his Bishops, and the other King none but his Knights, the Knights with their Checks can take the Bishops, one after another, because the Bishops cannot guard each other, which the Knights can do; so that at the Beginning of the Game, it is better to lose Bishops for the Adversary's Knight's than the contrary.

THE Difference of the Worth of Pawns, is not so great as that of Noblemen, because there is not such Variety in their Walks, only thus much, the King's Bishop's Pawn is the best in the Field among the Pawns, and therefore the Gamester ought to be careful of him; for if it should happen that the black King lose
his

his Bishop's Pawn to gain the white King's Pawn, the black King's Loss is the greater, because he cannot after this Accident make a Rank of Pawns, of three of a Rank on that Side of the Field, for his own Security, which is a great Disadvantage ; so that it is better for either of the Kings to lose his own Pawn than his Bishop's.

BUT if you should object, that the King, which loseth his Bishop's Pawn, may relieve himself on the other Side of the Field, turning to his Queen's Rook's Quarter, where he shall have Pawns to succour him. I answer, 'Tis true, he may do so, but he will be a longer Time in effecting his Business, because there are more Pieces between him and his Queen's Rook by one Draught, than between his own Rook and himself; so that in playing that Draught, he endangers the whole Game, if his Adversary know how to make use of Advantages. The King's Pawn is next in worth, which often-times keeps the King from Check by Discovery; then the Queen's Pawn is next, and after that the Knight's, and last of all the Rook's Pawns, because they guard but one House a-piece in the Field.

THE King and the Pawn have certain Privileges granted them, which none of
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the other **Chess-Men** have : As for Instance, The **King**, whose Remove (as hath been already mentioned) is from the Place of his standing at any Time, to one next House, in File or Rank of any Side (that is, only that Step at once) yet if at any Time his Rank be empty of his Men, so that no one stands between the **King** and the **Rook** of either Corner, the **King** may then shift or change with what **Rook** he pleases, between whom and himself the Way stands clear, from other Men, and that for his better Security ; provided, That neither the **King**, nor the **Rook**, he intends to change with, has not, as yet, been removed from the Place of their first standing. Now the Manner of the **King's** shifting or changing with a **Rook**, is thus.

THE Rank cleared, as aforesaid, and neither **King** nor **Rook** having yet stirred, he may go two Draughts at once to his own **Rook**, and so towards his **Queen's Rook**, causing the **Rooks** he changes with, to change his Place, and come and stand by him on the other Side ; that is, his own **Rook** in the **Bishop's Place**, and the **Queen's Rook** in the **Queen's Place**, and either of these Changes but for one Draught. This is the **King's** first Prerogative.

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THE second is, that whereas any **Man** may be taken by any **Adversary**, if he be brought so near, as to come within the **Compass**, the **King** cannot ; but he is only to be saluted by his **Adversary** with the Word, *Check*, advising him thereby to look about him the more warily, and provide for his own **Safety** : Now if that **Adversary** do this unguarded so near the **King**, he may step thither by his true **Draught**, and the **King** may stay him with his own **Hand**, if he judge it convenient

As for the **Pawn**, the first **Privilege** he has, is, that whereas his **Walk** is but to the next **House** forward in his own **File** at once, when he marches, and to the next **House** side-long forward of the next **File** of either **Side**, when he takes ; I say, his **Privilege** is, that he may remove to the second **House** forward, which is the fourth **Rank** in his own **File** for his first **Draught**, and ever after but one forward at once.

THE second **Privilege** is greater, and that is, When any **Pawn** is come so far as to the first **Rank** of the **Adversary**, and seats himself in any of his noble **Houses**, he is dignified for this **Fact**, with the **Name** and **Power** of a **Queen**, and so becomes chief of his own **King's Forces**,
if

if the first Queen were slain before; and if the first Queen be yet standing in the Field, the Pawn coming to the Rank aforesaid, in any House whatsoever, may there make what Piece you please, which you have already lost.

SOME are of Opinion, that *Chess*, as well as *Draughts*, may be play'd by a certain Rule; indeed I am partly inclined to believe it, notwithstanding that most are of a contrary Opinion.

THE first Remove is an Advantage; and therefore you must draw for, who shall have the first Draught; which may be done with a black and white Man distributed into either Hand, and offered the Opponent, which he will chuse; if he chuse his own Man, the first Draught is his; but when a Game is ended, and a Mate given, he is to have the first Draught the next Game, who gave the former Mate.

THE first Remove is diverse, according to the Judgment of the Gamester; as some will first remove their King's Knight's Pawn one single Remove, that is, to the third House in his own File; others play the King's Rook's Pawn first, a double Draught; but the best way is to play the King's Pawn first, a double Remove, that is, if they are not prevented by their Adver-

Adversary's playing the like, they may still remove that Pawn forward with good Guard ; for he will prove very injurious to the adverse King.

THIS Pawn I shall advise you to remove first, but not so venturously as a double Remove ; because, if you cannot guard him cunningly, then you are like to lose him with a Check to your King, by the Queen's coming forth upon him, to the great Hazard of your King's Rook ; therefore play your King's Rook one single Remove, that there may be Way made for the coming forth of the Queen one Way, two Houses asloap, and to your King's Bishop the other Way, three Houses asloap, and so upon the Neglect of your Adversary, he may be put to a Scholar's Check, at least in Danger of it : Here note, it is ill to play the Bishop's Pawn first, and worse to play the Queen's.

HE that would be an Artist in this noble Game, must be so careful to second his Pieces, that if any Man advanced be taken, the Enemy may be likewise taken by that Piece that guards, or seconds it : so shall he not clearly lose any Man which should it fall out contrarily, might lose the Game : He must also make his
Passage.

Passages free for Retreat, as Occasion shall serve, lest he be worsted.

IN defending, you must also be very careful, that you are as able to assault as your Enemy; for you must not only answer your Adversary's Assault, by foreseeing his Design by his Play, and preventing it, but you must likewise devise Plots, how to pester and grieve your Assailant, and chiefly how to entrap such Pieces as are advanced by him, preventing their Retreat; amongst which a Pawn is the sooner ensnared, because he cannot go back for Succour or Relief; but Bishops and Rooks are harder to be surpriz'd, because they can march from one Side of the Field to the other, to avoid the ensuing Danger; but the Knights and Queens, of all, are with much Difficulty betray'd, because they have so many Places of Refuge, and the Queen more especially: Where note, as a great Piece of Policy, that, if possible, you constantly have as many Guards upon any one Piece of yours, as you see your Enemy has when he advances to take it, and be sure withal, that your Guards be of less Value than the Pieces he encountereth you with; for then if he fall to taking, you will reap Advantage thereby; but if you cannot guard yours, but must of

Necess-

Necessity lose it, then be very circumspect, and see whether you can take a far better Piece of his, in case he takes yours, by advancing some other Piece of yours in Guard, for so, as it often falls out, that yours, which you had given over for lost, may be saved, whereas no other Way could have done it.

WHEN an adverse Piece comes in your Way, so that by it all may be taken, consider with your self, whether it be equal in Worth to yours, next, whether it can do you any Damage in the next Draught, if so, let it alone; for as it is best to play first, so it is to take last; unless, as was said, you might take the Piece clear, or get a better than that you lose to take it, or at least disorder him one Pawn in his taking your Man that took his; but when you have the Advantage, be it but of one good Piece for a worse, or of a Pawn clear, then it is your best Way to take Man for Man, as often as you can; besides, you are to note, that whatsoever Piece your Adversary plays most, or best withal, be sure, if it lie in your Power, to deprive him thereof, tho' it be done with loss of the like, or of one somewhat better, as a Bishop for a Knight; for by this Means you may frustrate your
Adver-

Adversary's Design, and become as cunning as himself.

Now the chief Aim at *Chess*, is to give the Mate, which is when you check the King of the adverse Party, that he can neither take the checking-Piece (because it is guarded) nor cover the Check, nor yet remove out of it.

Your Care ought to be in the Interim, how to deprive him of some of the best Pieces, as his Queen or Rook; and the way to entrap the Queen is two-fold; First, By confining her to her King, so that she may not remove from him, for leaving him in Check of an adverse Piece. Secondly, By bringing her to, or espying her in such a Place, as a Knight of yours may check her King, and the next Draught take her. In the same Manner you may serve a Bishop, if the adverse Queen covers her sloap-wise; but if she stand not in such a Posture, she may be brought to it; entice her thither with some unguarded Man, which she out of Eagerness of taking for nothing, may indiscreetly bring herself into Trouble.

But if you intend to catch the Queen with a Knight, imagine that the adverse King stands in his own Place unremoved, and that the Queen has brought her self to stand in that Place, where the King's Rook's

Rook's Pawn stood ; First, She standing in this Posture, bring, if you can, one of your Knights to check her King, in the third House before his own Bishop ; and if there be no Man ready to take up your Knight immediately, he will take up the Queen at the next Draught.

THE Rooks are also to be surpriz'd two Ways ; First, by playing your Bishop into your Knight's Pawn's first Place of standing, which Bishop shall march a-sloop towards the adverse Rook of the opposite Corner, which if you can make uncovered of the Knight's Pawn, your Bishop will then undoubtedly take clear for nothing : The other Way is like that of surprizing the Queen, with a Bishop or a Knight ; where you must take Notice, That your Adversary's Queen's Rook is so much the easier to be taken with your Queen's Knight, that that Knight, at his third Draught, may check the King, and take the same Rook at his fourth Draught. There are several other Ways to take a Rook, which Practice must inform you.

THERE is an ingenious Way of taking a great Man for a Pawn ; when you espy two great Men of your Adversary's standing in one and the same Rank, and but one House between them ; then prepare a Guard (if you have it not ready to your Hand)

Hand) for a Pawn, which bring up to the Rank next to them, in the Middle or Front of both of them, and without doubt, if he save the one, your Pawn will take the other; this way of taking is called a *Fork* or *Dilemma*.

THE neatest and most prejudicial Trick, you can put upon your Adversary at *Chess*, is a Check by *Discovery*, which may be thus effected: Observe when you find your Adversary's King any way weakly guarded, or perhaps not at all, that is, easy to be check'd; then before you bring that Piece that can check him, there to provide some other Man in that Course that checks him not; afterwards bring that Piece of yours which will check him (your brought Piece being away) and then with all possible Speed remove away for that former Piece, where it may most annoy him, saying withal, *Check by Discovery of your last brought a Piece*; which he being compell'd to cover or remove, you may do him a greater Prejudice with that Piece you removed from between the Check at the next Draught, thus demonstrated:

SUPPOSE you play with the white Men, he removes first his King's Pawn a double Draught forward, you answer him with the like Play; he then plays out his King's Knight

Knight in Front of his King's Bishop's Pawn, - you do the like with yours : That Knight of his takes your King's Pawn, and your Knight takes his likewise ; he advances the Queen's Pawn, and removes to chase away or to take your Knight ; you play up your white Queen one remove before your King, to frighten his Knight also ; he thinks it better to save his Knight from your Queen, than take yours with his Queen's Pawn, and therefore conveys him away into a more secure Place ; you play your King's Knight in Front of his Queen's Bishop's Pawn, and there withal say, *Check by Discovery of your Queen* ; now let him cover this Check by Discovery as well as he can, your Knight at the next Draught will assuredly take his Queen. There are several other Ways to make a Discovery, and a Mate given with it, which is the noblest Mate of all.

A Queen, if lost, endangers much the Game ; but if there be Pawns left on either Side, there is possibility of making a new Queen, and so by Consequence the Renovation of the Game, which Ten to One was lost before. There are several ways to mate this Queen, and estate her in as great Power as the former ; for Brevity sake, Two Pawns in Files next one to the other, and play'd first one forward,
and

and the other Backward close together, is a good way to make a new Queen, especially if any one of them be guarded underneath with a Rook; for so they will force their Way before them, nor can any of them be taken without great Difficulty and Danger.

As to the short Mates, take these Observations; Having both placed your Men, and yours the first Draught, suppose you advance your King's Pawn forward one single Remove, and your Adversary plays his King's Pawn forward, a double Remove in his own File; you at your second Draught come out with your Queen upon that Pawn, placing her in the House forward of your King's Rook's; your Enemy, to guard his King's Pawn, plays forth his Queen's Knight into the third House of his Queen's Bishop's File, you (hoping that he will not spy the Attempt) bring, for your third Draught, your King's Bishop, which you place in the fourth House of your Queen's Bishop's File; he not perceiving your Intention, judging all secure, makes for your Queen with his King's Knight, playing it in the Front of his King's Bishop's Pawn, either to chase her away or take her; you immediately upon this, take up that Bishop's Pawn with your Queen, and for your fourth Draught give
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him a **Mate**, which is called a *Scholar's Mate*, because any but young **Beginners** may prevent it.

Y O U may also give a **Mate**. at two **Draughts**, if you encounter with a raw **Gamester**, playing after this manner; First, he removes his **King's Bishop's Pawn** a single **Draught** (which is ill **Play** at first). you your **King's Pawn** a single **Remove**, he his **King's Knight's Pawn** advanced a double **Remove** for his second **Draught**, you bringing out your **Queen** into the fifth **House** of your **King's Rook's File**, give him a **Mate** at your second **Draught**.

T H E R E is another call'd a **Blind-Mate**, and that is when your **Adversary** gives you a **Check**, that you cannot avoid by any **Means**, and is indeed a **Mate** absolute; he, not seeing it to be a **Mate**, says only to you, **Check**, and it is therefore called a *Blind-mate*; this should be both **Loss** of **Game** and **Stake**, if you before agree not to the contrary.

A *Stale* may be termed a **Mate** and no **Mate**, an end of the **Play**, but no end of the **Game**, because it properly should be ended with a **Check-mate**. The *Stale* is thus, When his **King**. hath the worst of the **Game**, and is brought to such a **Strait** that he hath but one **Place** to fly unto
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and the pursuing King is so unadvised as to bar him out of that Place, or stop it without checking him, the distressed King being no way able to remove but in Check, and having no other Piece of his own that he can play, then it is a Stale, and a lost Game to him that gives it : Therefore he that follows the flying King, gives him Check, as long as he has any Place to fly to ; but when he has none left, to avoid his Check, let him then say *Check-mate*, and both Game and Stake are won.

LASTLY, There is another Term used in *Chess-playing*, and that is called a *Dead-Game*, which makes, (if I may speak improperly) an endless End of the Game, both Gamesters saving their Stakes. And thus it is : When the Assailant falls to take all that comes near, carelessly giving Man for Man, that it happens that either King hath but one Man a-piece left him, the Assailant following his eager pursuit, takes his Adversary's Man, not minding that his King can take his also ; so that the Kings losing all their Men, and they being unable to come so near as to grapple, the Game is ended, but the Stakes on both sides are saved.

I shall conclude this Game with the Laws of *Chess*, which are these following.

1. **W H A T** Piece soever of your own you touch or lift from the Point whereon it standeth, you must play it for that Draught if you can; and into what House you set your Man, there it must stand, according to the Saying at this Game, *Touch and take, out of Hand and stand.*

2. **I F** you take up your Adversary's Man, and after think it best to let it stand untaken before you set your Piece in Place thereof, you must cry him Mercy or lose the Game.

3. **I F** your Adversary play a false Draught, and you see it not till you play your next Draught, 'twill then be too late to challenge him for it.

4. **I F** you play a false Draught through Mistake, and your Adversary take no Notice for his Advantage, and plays his next Draught, you cannot recal it.

5. **I F** you misplace your Men, and so play a while, and then discover it, it lies in your Adversary's Power to continue or begin the Game.

6. **P A W N S** may be play'd a double Remove forward for their first Draught, but no Pawn has that Privilege without Permission, on whose next File on either Side, a Pawn of your Adversary's is already advanced, as far as your fourth Rank.

7. **T H.**

7. THE standing of the King ought to be certain in his shifting, and not as you please to place him, as some Men do.

8. IF your King stand in the Check of any adverse Piece, and you have play'd one Draught or more, without avoiding the Check, your Adversary may say *Check* to whom he listeth, and for your Draught then, make you avoid the Check you stood in, though it may be to your great Peril.

9. IF any one condition by Wager, that he will give Mate or win the Game, and the Adversary brings it to a Dead-Game, though he save the first Stake, he loses the Wager.

10. HE that gives over the Game before it is finished, without the Consent of his Adversary, loses his Stake.

MANY more Observations might be here inserted, for the understanding of this noble Game, which I am forced to wave to avoid Prolixity.



Of BILLIARDS.

THE genteel, cleanly and ingenious Game at *Billiards*, had its first Original in *Italy*; and for the Excellency of the Recreation is much approved of, and

play'd by most Nations in *Europe*, especially in *England*, there being few Towns of Note therein which have not a publick Billiard-Table. Neither are they wanting in many Noble and private Families in the Country, for the Recreation of the Mind, and Exercise of the Body.

THE Form of a *Billiard-Table* is Oblong, that is, something longer than it is broad ; it is rail'd round, which Rail or Ledge, ought to be a little swell'd or stuff'd with fine Flax or Cotton ; the Superficies of the Table must be covered with Green-Cloth, the Finer and more freed from Knots the better it is ; the Board must be levell'd as exactly as may be, so that a Ball may run true upon any Part of the Table, without leaning to any Side thereof ; but what by reason of ill-season'd Boards, which are subject to warp, or the Floor on which it stands being uneven, or in Time, by the Weight of the Table, and the Gamesters yielding and giving way, there are very few Billiard-Tables which are found true ; and therefore such which are exactly levell'd, are highly valuable by a good Player ; for at a false Table, it is impossible for him to shew the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the Table, have shame-

shamefully beat a very good Gamester, who at a true Table would have given him Three in Five.

BUT to proceed in the Description thereof. At the four Corners of the Table there are Holes, and at each Side exactly in the Middle, one, which are called Hazards; and have hanging at the bottoms, Nets to receive the Balls, and keep them from falling to the Ground when they are hazarded. I have seen at some Tables wooden Boxes for the Hazards, six of them, as aforesaid; but they are nothing near so commandable as the Former, because a Ball struck hard, is more apt to flie out of them when struck in.

THERE is to the Table belonging an Ivory-Port, which stands at one End of the Table, and an Ivory-King at the other, two small Ivory-Balls and two Sticks: Where Note, If your Balls are not completely round, you can never expect good Proof in your Play: Your Sticks ought to be heavy, made of *Brazile*, *Lignum-vitæ*, or some other weighty Wood, which at the broad End must be tipp'd with Ivory; where Note, if the Heads happen to be loose, you will never strike a smart Stroke; you will easily perceive that Defect by the hollow Deadness of your Stroke, and faint running of your Ball.

TH E Game is **F**ive by **D**ay-light, or **S**even, if **O**dds be given, and **T**hree by **C**andle-light, or more, according to **O**dds in **H**ouses that make a **L**ivelihood there of: But in **G**entlemens **H**ouses there is no such **R**estriction; for the **G**ame may justly admit of as many as the **G**amesters please to make.

FOR the **L**ead, you are to stand on the one **S**ide of the **T**able, opposite to the **K**ing, with your **B**all laid near the **C**ushion, and your **A**dversary on the other in like **P**osture; and he that with his **S**tick, makes his **B**all come nearest the **K**ing, leads first.

TH E **L**eader must have a **C**are, that at the first **S**troke, his **B**all touch not the **E**nd of the **T**able, leading from the **K**ing to the **P**ort; but after the first **S**troke, he need not fear to do it; and let him so lead, that he may either be in a possibility of **P**assing the next **S**troke, or so cunningly lie, that he may be in a very fair **P**robability of **H**azarding his **A**dversary's **B**all, that very **S**troke he play'd after him.

TH E first **C**ontest is, who shall **P**ass first, and in that **S**trife there are frequent **O**portunities of **H**azarding one another; and it is very pleasant to observe, what **P**olicies are used in hindering one another from the

the Pass, as by turning the Port with a strong clever Stroke ; for if you turn it with your Stick, it must be set right again ; but indeed more properly, he that doth it so should lose One ; sometimes it is done (when you see it is impossible to pass) by laying your Ball in the Port, or before your Adversary's, and then all he can do is to pass after you ; if he has pass'd, and you dare not adventure to pass after him, for fear he should in the Interim touch the King, and so win the End, you must wait upon him, and watch all Opportunities to Hazard him, or King him ; that is, when his Ball lies in such manner, that when you strike, his Ball may hit down the King, and then you win One.

HERE Note, That if you should King him, and your Ball fly over the Table, or else run into a Hazard, that then you lose One notwithstanding.

THE Player ought to have a curious Eye, and very good Judgment, when he either intends to King his Adversary's Ball, or Hazard it; in taking or quartering out just so much of the Ball as will accomplish either ; which Observation must be noted in passing on your Adversary's Ball, or Corner of the Port. Some I have observ'd so skilful at this Recreation, that

if they have had less than a fifth Part of a Ball, they would rarely miss King or Hazard.

As this is a cleanly Pastime, so there are Laws or Orders made against Lolling, slovenly Players, that by their Forfeitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand on the Table when you strike, or let your Sleeve drag upon it, if you do, it is a Loss; if you smoak, and let the Ashes of your Pipe fall on the Table, whereby oftentimes the Cloth is burned, it is a Forfeiture; but that should not so much deter you from it, as the Hindrance Piping is to your Play.

WHEN you strike a long Stroke, hold your Stick neatly between your two Fore-fingers and your Thumb, then strike smartly, and by aiming rightly, you may, when you please, either fetch back your Adversary's Ball when he lies fair for a Pass, or many times when he lies behind the King, and you at the other End of the Table, you may King him backward.

If you lie close, you may use the small End of your Stick, or the Flat of the big End, raising up one End over your Shoulder, which you shall think more convenient for your Purpose.

HAVE

HAVE a **Care** of **Raking**, for if it be not a **Forfeiture**, it is a **Fault** hardly excusable ; but if you touch your **Ball** twice, it is a **Loss**.

BEWARE when you jobb your **Ball** through the **Port** with the **End** of your **Stick**, that you throw it not down ; if you do, it is a **Loss** ; but do it so handsomely, that at one **Stroke**, without turning the **Port** with your **Stick**, you effect your **Purpose** ; it is good **Play** to turn the **Port** with your **Ball**, and to hinder your **Adversary** from **Passing** ; neither is it a-miss, if you can, to make your **Adversary** a **Fornicator**, that is, having past your self a little way, and the other's **Ball** being hardly through the **Port**, you put him back again, and it may be quite out of **Pass**.

IT argues **Policy** to lay a long **Hazard** sometimes for your **Antagonist**, whereby he is often entrapped for rashly adventuring at that **Distance**, which lies very near it, he frequently runs in himself, by reason of that great **Distance**.

THERE is great **Art** in lying abroad, that is, to lie at bo-peep with your **Adversary**, either subtilly to gain a **Pass** or **Hazard**.

HERE Note, If your **Adversary** has not **Pass'd**, and lies up by the **King**, you may
endea-

endeavour to Pass again, which if you do, and touch the King, it is two ; but if thrown down you lose : Some, instead of a King, use a String and a Bell, and then you need not fear to have the End, if you can Pass ; this is in my Judgment, bungling Play, there being not that curious Art of finely touching at a great Distance a King, that stands very ticklishly.

FOR your better understanding of the Game, read the ensuing Orders. But there is no better way than Practice to make you perfect therein.

ORDERS *to be observed by such who will play at Billiards.*

1. **I**F the Leader touch the End of the Table with his Ball, at the first Stroke, he loses One.

2. IF the Follower intend to hit his Adversary's Ball, or Pass at one Stroke, he must String his Ball, that is, lay it even with the King, or he loses One.

3. HE that pass'es through the Port, has the Advantage of touching the King, which is One, if not thrown down.

4. HE that pass'es twice, his Adversary having not pass'd at all, and touches the King without throwing him down wins two Ends.

5. HE

5. **H E** that passes not, has no other Advantage than the Hazards.

6. **H E** that is a Fornicator, that is, has pass'd through the Back of the Port, he must pass twice through the Forepart, or he cannot have the Advantage of passing that End.

7. **H E** that hits down the Port or King, or Hazards his own Ball, or strikes either Ball over the Table, loses One.

8. **H E** that Hazards his Adversary's Ball, or makes it hit down the King, winneth the End.

9. **I F** Four play, Two against Two, he that mistakes his Stroke, loses one to that Side he is of.

10. **H E** that after both Balls play'd, removes the Port without Consent, or strikes his Ball twice together, or that his Adversary's Ball touch his Stick, Hand, Cloths, or plays his Adversary's Ball, loses one.

11. **H E** that sets not one Foot upon the Ground when he strikes his Ball, shall lose an End; or if he lays his Hand or Sleeve on the Cloth.

12. **A** Stander by, though he bets, shall not instruct, direct, or speak in the Game, without Consent, or being first ask'd; if after he is advertised hereof, he offend in this Nature, for every Fault he shall instantly forfeit Two-pence, for the Good
of

of the Company, or not be suffered to stay in the Room.

13. HE that plays a Ball, while the other runs; or takes up a Ball before it lie still, loses an End.

14. HE that removes the Port with his Stick, when he strikes his Ball, and thereby prevents his Adversary's Ball from passing loses an End.

15. ALL Controversies are to be decided by the Standers-by, upon asking Judgment. Here Note, that whoever breaks the King, forfeits a Shilling, for the Port ten Shillings, and each Stick five Shillings.

16. FIVE Ends make a Game by Daylight, and three by Candle-light.

The **ORDERS** in Verse, as I found them fram'd for a very ancient *BILLIARD-TABLE*.

- (hit,
1. **T**HE leading Ball the upper end mayn't
For if it does, it loses one by it;
 2. The Follower with the King lie even shall,
If he does pass or hit the other's Ball;
Or else lose One: The like if either lay
Their Arm or Hand on Board when they
do play. (Ball
 3. That Man wins one who with the other's
So strikes the King, that he doth make
him fall.
 4. If

4. If striking at a Hazard both run in,
The Ball struck at thereby an End shall win.
5. He loses one that down the Port does sling;
The like does he that jostles down the King.
6. He that in Play the adverse Ball shall
touch
With Stick, Hand, or Cloaths, forfeits
just as much.
7. And he that twice has pass'd shall touch
the King,
The other not pass'd at all shall two
Ends win.
8. If both the Balls over the Table flie,
The Striker of them loses one thereby.
And if but one upon the Board attend,
The Striker still the Loser of the End.
9. One Foot upon the Ground must still be set,
Or one End's lost, if you do that forget;
And if you twice shall touch a Ball ere he
Hath struck between, an End for him is free.
10. If any Stander-by shall chance to Bet,
And will instruct, he then must pay the Set.
11. The Port or King being set, who moves
the same
With Hand or Stick, shall lose that ^{with} End
or Game.
12. He that can touch being pass'd, or strike
the other
Into the Hazard, is allow'd another.
13. If any Stander-by shall stop a Ball,
The Game being lost thereby, he pays for all.

14. If

14. *If any Pass be stricken back again,
His Pass before shall be accounted vain.*
15. *He that breaks any thing with Violence,
King, Port, or Stick, is to make good th'
Offence.*
16. *If any not the Game doth fully know,
May ask another whether it be so.
Remember also when the Game you win,
To set it up fear of Wrangling.*
17. *He that doth make his Ball the King
light hit,
And holes the other, scores two Ends for it.*

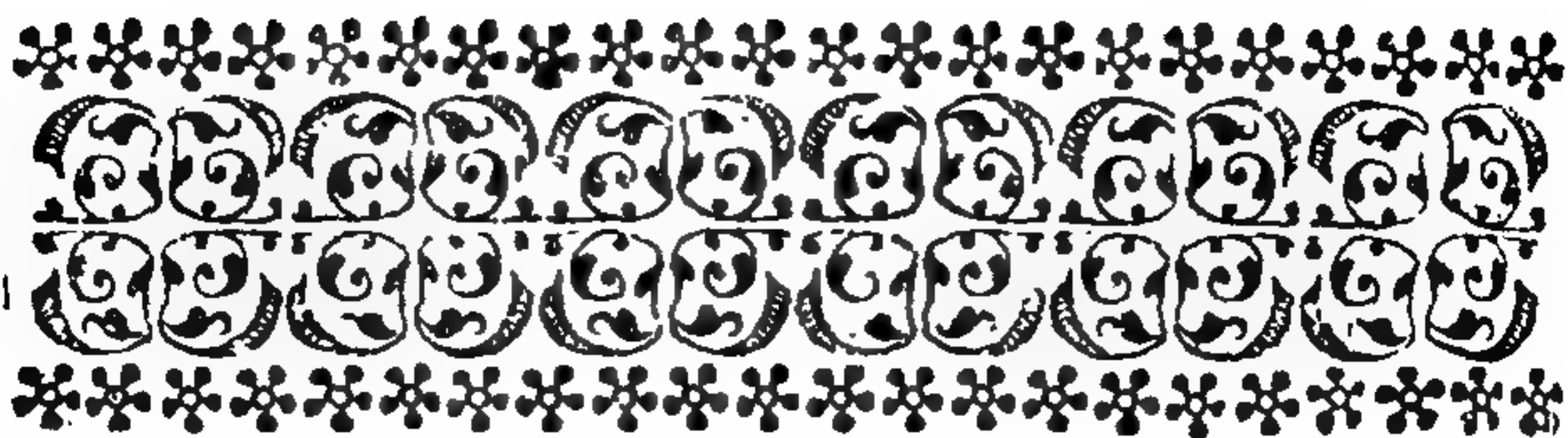
THERE are several other Orders which only concern the House, which I omit, as impertinent to the Rules of playing at *Billiards*.

SINCE Recreation is a thing lawful in it self, if not abused, I cannot but commend this as the most genteel and innocent of any I know, if rightly us'd; there being none of those Cheats to be play'd at this, as at several other Games. There is nothing here to be us'd but pure Art; and therefore I shall only Caution you, when you go to Play, that you suffer not your self to be over-match'd, and do not, when you meet with a better Gamester than your self, condemn the Table, and do not swear as one did playing at Nine-pins, this *L. N.* hath put false *Pins* upon me.

To

To conclude, I believe this Pastime is not so much us'd of late as formerly, by reason of those spunging Caterpillars which swarm where any Billiard-Tables are set up, who make that single Room their Snop, Kitchen, and Bed-chamber; their Shop, for this is the Place where they wait for ignorant Cullies to be their Customers; their Kitchen, for from hence comes the major part of their Provision, Drinking and Smoaking being their common Sustenance; and when they can persuade no more Persons to play at the Table, they make it their Dormitory, and sleep under it; the Floor is their Feather-bed, the Legs of the Table their Bed-Polls, and the Table the Tester; they Dream of nothing but *Hazards*, being never out of them; of *Passing* and *Re-passing*; which may be fitly apply'd to their lewd Lives, which makes them continually pass from one Prison to another, till their Lives are ended; and there is an End of the Game.

A S U P.



A

S U P P L E M E N T

TO THE

GAMES *upon the* CARDS,
Containing a Variety of diverting
Fancies and Tricks upon the same.



*O find out among several Cards,
 one that another has thought of.*

HAVING taken out of a Pack of Cards, a certain Number of Cards, at Pleasure, and shewn them in order upon the Table, before the Person that is to think, beginning with the lowermost, and laying them cleverly one above another, with their Figures and Points upwards, and counting them readily,

dily, that you may find out the Number, which, for *Example*, we shall suppose to be twelve; bid him keep in mind the Number that expressees the Order of the Card he has thought of, namely, one, if he has thought of the first, two, if he has thought of the second, three, if he has thought of the third, &c. Then lay your Cards one above another, upon the rest of the Pack first, that was shewn first upon the Table, and that last which was last shewn. Then ask the Number of the Card thought of, which we shall here suppose to be four, that is, the fourth Card in order of laying down, is the Card thought of. Lay your Cards with their Faces up, upon the Table, one after another, beginning with the uppermost, which you are to reckon four, the Number of the Card thought of; so the second, next to it, will be five, and the third under that, six, and so on, till you come to twelve, the Number of the Cards you first pitched upon to shew the Person; and you'll find the Card that the Number twelve falls to, to be the Card thought of.

Several

Several Parcels of Cards being proposed or shewn to as many different Persons, to the end that each Person may think upon one, and keep it in his Mind; to guess the respective Card that each Person has thought of.

WE'LL suppose there are three Persons, and three Cards shewn to the first Person, that he may think upon one of them, and these three Cards laid aside by themselves; then three other Cards held before the second Person, for the same End, and likewise laid apart; and at last, three different Cards again to the third Person, to the same End, and likewise laid apart. This done, turn up the three first Cards, laying them in three Stations; upon these three lay the next three other Cards that were shewn to the second Person; and above these again the three last Cards: Thus you have your Cards in three Parcels, each of which consists of three Cards. Then ask each Person in what List is the Card he thought of; after which 'twill be easy to distinguish it; for the first Person's Card will be the first of his Heap; and in like manner the Second's will be the second in his; and the third Person's Card will be the third in his.

Several

Several Cards being sorted into three equal Heaps, to guess the Card that one thinks of.

'Tis evident that the Number of Cards must be divisible by three, since the three Lifts are equal. Suppose then there are thirty six Cards, by consequence there are twelve in each Lift; ask in what Lift is the Card thought upon; then put all the Heaps together, so as to put that which contain'd the Card thought upon between the other two; then deal off the thirty six Cards again into three equal Hands, observing that Order of the first Card to the first, the second to the second, the third to the third, the fourth to the first, again, and so round, dealing one Card at a time, till the Cards are dealt off. Then ask again, in what Hand, or Heap, is the Card thought upon, and after laying together the Cards, so as to put that which contain'd the Card between the other two, deal off again, as you did before, into three equal Lifts. This done, ask once more, what Lift the Card is in, and you'll easily distinguish which is it, for it lies in the middle of the Lift to which it belongs; that is, in this Example, 'tis the 6th Card; or if you will, to cover the
the

the Artifice the better, you may lay them all together, as before, and the Card will be in the middle of the whole, that is, the eighteenth.

To guess the Number of a Card drawn out of a Picquet Stock consisting of thirty two Cards.

AFTER one hath drawn what Card he pleases, you may know how many Points are in the Card thus drawn, by reckoning every Knave two, Queen three, and King four, and the rest according to the Number of their Points ; then looking upon the rest of the Cards, one after another, add the Points of the first Card to the Points of the second, and the Sum to the Points of the third, and so on, till you come to the last Card, taking Care all along to cast out ten, when the Number exceeds it ; upon which Account you see 'tis needless to reckon in the Ten's, since they are to be cast out however ; only you must always add four to the last Sum, in order to have another Sum, which being subtracted from ten, if it be less, or from twenty if it surpasses ten, the Remainder will be the Number of the Card drawn:

fc

so that if two remain 'tis a Knave, if three, a Queen, if four, a King, and so on.

To guess the Number of the Points, or Drops, of two Cards drawn out of a Compleat Stock of fifty two Cards.

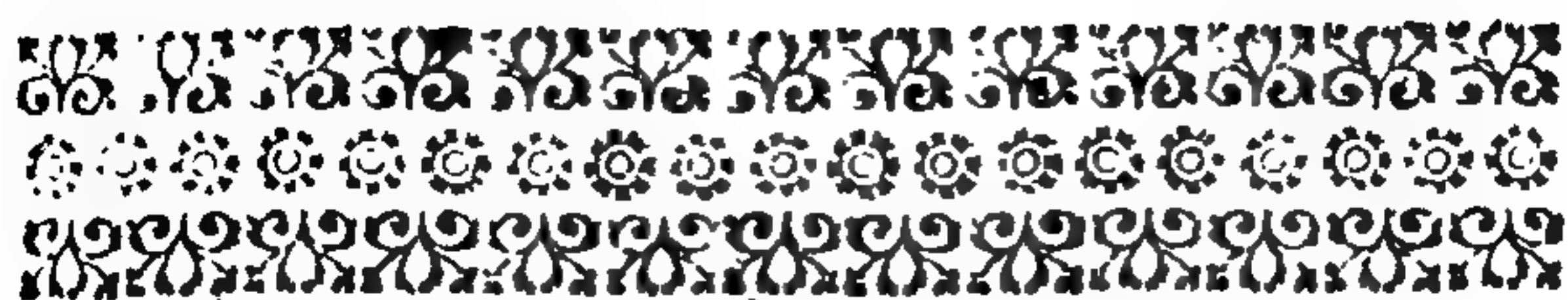
AFTER any one has drawn at Pleasure two Cards out of the whole Stock, bid them add to each of the Cards drawn as many other Cards as his Number is under twenty five, which is the half of all the Cards, wanting one, fixing upon each faced Card what Number he pleases; if the first Card be ten, add to it fifteen Cards; and if the second Card be seven, add to it eighteen Cards; so that in this Example there will remain but seventeen Cards in the Stock, the whole Number taken out amounting to thirty five. Then taking the Remainder of the Pack into your Hands, and finding they are but seventeen, conclude that seventeen is the joint Number of all the Points of the two Cards drawn.

To cover the Artifice, you need not touch the Cards, but order the Drawer to subtract the Number of the Points of each of the two drawn Cards from twenty six, which is half the Number of all the
the

the Cards, and direct him to add together the two Remainders, and acquaint you with the Sum, to the End you may subtract it from the Number of the whole Stock, *i. e.* fifty two; for the Remainder of that is what you look for.

FOR *Example*, suppose a Ten and a Seven are the Cards drawn; take ten from twenty six there remains sixteen; and taking seven from twenty six, the Remainder is nineteen; the Addition of the two Remainders sixteen, nineteen, makes a Sum of thirty five, which subtracted from fifty two, leaves seventeen for the Number of the Points of the two Cards drawn.





T H E

GENTLEMAN'S DIVERSION

In the Arts and Mysteries
of *Riding, Racing, Archery,*
Cockfighting, and Bowling.



I. *The Art and Mystery of RIDING,*
whether the Great Horse, or any
other.



AS an INTRODUCTION to the
Art of RIDING, I think it re-
quisite to treat of the taming
of a young Colt: In order here-
unto, observe, that after your Colt hath
been eight or ten Days at home, and is
reduced to that Familiarity that he will
endure currying without shewing Aversion
hereunto, and will suffer his Keeper to
handle and stroke him in what Part of
I. the

the Body he thinketh best, then it is Time to offer him the Saddle ; first laying it in the Manger, that he may smell to it, and thereby grow acquainted with it, using all other Means, that he may not be afraid either at the Sight thereof, or at the Noise of the Stirrups. Having gently put on the Saddle, take a sweet watering Trench wash'd and anointed with Honey and Salt, and so place it in his Mouth, that it may hang directly about his Tush, somewhat leaning thereon: Having so done, which must be in a Morning after dressing, then lead him out in your Hand, and water him abroad: then bring him in ; and after he hath stood rein'd a little upon his Trench, an hour, or thereabouts, then unbridle and unsaddle him, and give him Liberty to feed till Evening, and then do as before; having cherished him, dress and clothe him for the Night.

THE next Day do as you did before, and after that, put on him a strong Musrole, or sharp Cavezan and Martingal, which you must buckle at that Length, that he may only feel it when he jerketh up his Head, then lead him forth into some new plow'd Land, or soft Ground, and there having made him trot a good while about in your Hand, to take him
off

off from Wantonness and wild Tricks, offer to mount, which if he then refuse trot him again in your Hand, then put your Foot into the Stirrup, and mount half Way, and dismount again; if he seem distasted at it, about with him again, and let him not want Correction; but if he take it patiently, cherish him, and place your self in the Saddle, but stay there a very little while, then cherish him again, and give him Bread or Grats to feed on; then having seen all Things sit and strong without offence to your self and Horse, remount him, placing your self even in the Saddle, carrying your Rod inoffensively to his Eye; then let some Person, having in his Hand the Chaff-halter, lead him a little Way, then make him stand, and having cherish'd him, let him forward again; do this seven or eight times, or so often till you have brought him of his own Accord to go forward, then must you stay and cherish him, and having brought him home, alight gently, then dress and feed him well.

OBSERVE this Course every Day till you have brought him to trot, which will be but three at the most, if you observe to make him follow some other Horseman, stopping him now and then gently,

and then making him go forward, remembering his seasonable Cherishings, and not forgetting his due Corrections as often as you find him froward and rebellious; and when you ride him abroad, return not the same Way home, that you may make him take all Ways indifferently: And by these Observations you will bring him to understand your Will and Purpose in less than a Fortnight's Time.

HAVING brought your Horse to receive you to his Back, trot fore-right, stop and retire with Patience and Obedience, be never unmindful of your *Helps*, *Corrections* and *Cherishings*, which consist in the *Voice*, *Bridle*, *Rod*, *Calves of the Legs*, and *Spurs*; the last of which is chief for Correction, which must not be done faintly, but sharply, when Occasion shall require it.

CHERISHINGS may be comprehended within three Heads; the Voice delivered smoothly and lovingly, as, *so*, *so* Boy, *so*; then the Hand by clapping him gently on the Neck or Buttock: Lastly, the Rod by rubbing him therewith upon the Withers of the Main, in which he very much delights.

THE next that you are to regard, is the *Muscle* or *Cavezan* and *Martingale* this is an excellent Guide to a well disposed Horse

Horse for setting of his Head in due Place, forming of his Rein, and making him appear lovely to the Eye of a Spectator ; and withal this is a sharp Correction when a Horse jerketh up his Nose, disorders his Head, or endeavours to run away with his Rider.

THE Manner of placing it is thus : Let it hang somewhat low, and rest upon the tender grissel of the Horse's Nose, that he may be the more sensible of Correction ; and let it not be strait, but loose, whereby the Horse may feel, upon the yielding in of his Head, how the Offence goeth from him, and by that Means be made sensible, that his own Disorder was his only Punishment.

YOU must carefully observe how you win your Horse's Head, and by those Degrees bring his Martingale straiter and straiter, so as the Horse may ever have a gentle feeling of the same, and no more, till his Head be brought to its true Perfection, and there stay.

WHEN you have brought your Horse to some Certainty of Rein, and will trot forth-right, then bring him to the treading forth of the large Rings. If your Horse's Nature be slothful and dull, yet strong, trot him first in some new plow'd Field ; but if agil, and of a fiery Spirit,

then trot him in some sandy Ground, and there mark out a spacious large Ring about an hundred Paces in Circumference Having walk'd him about it on the Right seven or eight Times, you must then by a little straitning of your right Rein, and laying the Calf of your left Leg to his Side, making a half Circle within your Ring, upon your right Hand down to the Center thereof, and then by straitning a little your left Rein, and laying the Calf of your right Leg to his Side, making another Semi-circle to your left Hand from the Center to the utmost Verge; which two Semi-circles contrary turned, will make a perfect *Roman S* within the Ring; then keep your first large Circumference, walk your Horse about in your left Hand, as oft as you did on your right; and then change within your Ring as you did before, to your right Hand again; and then trot him first on the right Hand, then on the left, as long as you shall think convenient, either one, two or three Hours, to perfect him in his Lesson; and this must be done every Morning and Evening too, if you find your Horse slothful and dull; otherwise you need not take so much Pains with him.

· HAVING

HAVING taught him to trot the large Rings perfectly, which will not require above four or five Days; then in the same Manner and Changes make him gallop the same Rings, making him take up his Feet so truly and loftily, that no falshood may be perceived in his Stroke, but that his inward Feet play before his outward, and each of a side follow the other so exactly, that his Gallop may appear the best Grace of all his Motions.

HERE *Note*, You must not enter him all at once to gallop this great Ring, but by Degrees; first a Quarter, then half a Quarter, &c. ever remembering not to force him into it with the Spur, but by the lightness and cheerfulness of your Body let him pass of his own accord into a Gallop.

HELPS, Corrections, and Cherishings in the Ring-turn, are as aforesaid; the elevation of the Voice, and the threatening of the Rod, and straitning of the Bridle, are good Helps, which you must use as you must the Spur, Rod, and Leg, for timely due Corrections: Neither must you ever cherish without Desert.

HAVING made your Horse gallop as well as trot the large Ring, then teach him to stop fair, comely, and without Danger, after this manner: First, having cherish'd

him, bring him into a swift Trot forward about fifty Paces ; then draw in your Bridle-hand straitly and suddenly, which will make him gather up his hinder and fore-Legs together, and thereby stand still : Then ease your Hand a little, that he may give backward ; which if he doth, give him more Liberty, and cherish him : Having given a little respite, draw in your Bridle-hand, and make him go back three or four Paces, at which if he strike, instantly ease your Hand, and draw it up again, letting him come and go till he yield and go backward ; but if he refuse it, let some Person standing by, put him back, and then cherish him, that he may know your Intention. Thus every time you stop, make him retire, till you have perfected him in these two Lessons at one time.

HAVE a care that the Ground be not slippery where you stop, but firm and hard, lest the Horse, apprehensive of the Danger of falling, refuse to stop as you would have him.

WHEN your Horse can stop well, and retire, you must then teach him to advance before, when he stoppeth ; a Lesson that carrieth much grace and comeliness therein ; it is performed in this manner : After you have stopped your Horse, with-
out

out giving your Hand any ease, lay the calves of both your Legs to his Sides, shaking your Rod, and crying, *Up, up*; which though he understand not at first, yet by frequent Practice, with Helps, Chastisings, and Corrections, as aforesaid, he will come to understand your Meaning. But before you look narrowly to the comeliness of the Advancing, which consists in taking up his Legs both even together, bending them inward to his Body; next his Advance must not be too high, for fear of his coming over upon you; but let him couch his hinder-Loins close to the Ground, but by no means suffer him to sprawl or paw with his Feet forward. Lastly, He must not advance for his own Pleasure (for that is a great Fault) but for yours, according to your Will and Command.

IF in Advancing he rise too high, ready to come over, or sprawl, or paw, give him not only your Spurs both together, but lash him twice or thrice with your Rod between his Ears, and if he advanceth of his own accord, then jerk him over the Knees, doing so as often as he commits those Faults.

NOW the Use of Advancing is this; it not only graceth all his other Lessons, but makes his Body agil and nimble, and

fits him for ready turning ; it is most used at Stopping, and then very gracefully.

IN the next Place, you must teach your Horse to jerk out behind, after this manner : As soon as you have made him stop, presently give him a jerk under his Belly, near his Flank, which will make him understand you in time, though not presently. At first doing cherish him much, and having let him pause, make him do it again, till he will do it as often as you will have him : But above all, look to the comeliness of his Yerking, for it is not graceful for him to jerk out his hinder-Legs till his fore-Legs be above the Ground ; and see that he jerk not one Leg farther than the other, but both being together, and not too high, or one Leg out whilst the other is on the Ground.

HELPS in Yerking, are the constant staying of his Mouth on the Bridle, the stroke of the Rod under his Belly, or a gentle touch thereof on his Rump.

IF he refuse to jerk, or doth it disorderly, then a single Spur on that Side that is faulty ; and lastly continual disencasing him till he hath done it.

NOW, to teach him to turn readily on both Hands, is first to bring his large Rings into a narrower Compass, that is, about four Yards in Circumference, walk-
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ing your Horse therein with all Gentleness, and at his own Pleasure, till he is acquainted therewith : After this, carry your Bridle-hand constant, and somewhat strait, the outmost Rein straiter than the inmost, making the Horse rather look from the Ring, than into it ; and thus trot him about, first on the one side, then on the other, making your Changes as aforesaid. Thus exercise him an hour and half, then stop and make him advance three or four times together, then retire in an even Line, afterwards stand still and cherish him : Having paused a while to recover Breath, exercise him as aforesaid, still endeavouring to bring his Trot to all the swiftness and loftiness possible, making him to do his Changes roundly and readily, and causing him to lap his outmost Leg, so much over his inmost Leg, that he may cover it more than a Foot over : And thus exercise him seven or eight days, every Morning at least 3 Hours, and suffer him only to practise his former Lessons once in a Morning ; in this manner you teach your Horse three Lessons together, the *Terra a Terra*, the *Incavalere*, and the *Chambletta*.

THE turn *Terra a Terra* in the outmost Circle of the straight Ring, and the *Incavalere* and *Chambletta* in the Changes, wherein he is forced to lap one Leg over another,

ther, or else to lift up the inmost Leg from the Ground, whilst he brings the outmost over it: This Lesson is so difficult, that a compleat Horseman should think his Horse hath never perfectly learn'd it; and therefore he must continually practice his Horse in treading, trotting and galloping these narrow Rings; and from thence to pass them about in Ground-falts, as from taking up his fore-Legs from the Ground both together, and bringing his hinder-Fet in their Place, and so passing the Ring as often as the Strength of the Horse and your own Reason will allow of.

THUS you see the perfecting your Horse in the large Ring will easily introduce him into the knowledge of the strait Ring, and that brings him to turn perfectly, and Stopping begets Retiring, and Retiring, Advancing.

HAVING brought your Horse to this Perfection, take off his *Musrole* and *Trench*, and in their stead put on his Head a gentle *Cavezan*, in such manner that it lie on the tender Grissel of his Nose, somewhat near the upper Part of his Nostrils; put in his Mouth a sweet smooth Cannon-bit, with a plain watering Chain, the Check being of a large Size; let the *Kirble* be thick, round and large, hanging loosely upon
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on his neather Lip, so that it may entice him to play therewith.

HAVING so done, mount, casting the left Rein of your *Cavezan* over the Horse's right Shoulder, and bearing it with your Thumb, with the reins of the Bit in your left Hand; let the right reins of the *Cavezan* be cast over the left Shoulder, and bear it with the Rod in your Hand, and so trot him forth the first Morning about two Miles in the High-way, making him now and then stop and retire, and gather up his Head in its due Place; the next Day bring him to his former large Rings, and perfect him therein with the Bit, as you did with the Snaffle all the foregoing Lessons, which is more easily done, by reason the Bit is of better Command, and of sharper Correction.

THE next thing we shall speak of (to avoid every thing that is not very pertinent to our Purpose) is the *Turning-Post*, which must be smooth and strong, and very well fix'd in the center of the straight Ring; and then causing some Person to stand at the Post, give him the right Rein of your *Cavezan* to hold about the Post, and so walk or trot your Horse about the same as oft as you think fit on your right Hand: Then change your right Rein for your left, and do as before. Continue thus

thus doing till your Horse be perfect in every Turn. Having so done, teach him to manage (the proper Posture for a Sword) which is thus perform'd : Cause two Rods to be prick'd in the Earth, at what Distance you shall think fit from one another ; then walk your Horse in a straight Ring about the first on your right Hand, passing him in an even Furrow down to the other Rod, and walk about that also in a narrow Ring on your left Hand, then thrust him into a gentle Gallop down the even Furrow, till you come to the first Rod, and there make him stop (as it were) and advance without pause or intermission of Time ; thrust him forward again, beat the Turn *Terra a Terra* about on your right Hand ; then gallop forth right to the other Rod, and in the same manner beat the turn-about on the left Hand ; do this as often as you shall think convenient. Though there are many sorts of Managers, yet I hold but two necessary and useful, and that is this already described, called, *Terra a Terra*, and *In-cavalere*, or *Chambletta* afore-mention'd. As for the *Career*, I need not speak much thereof, only this, when you run him forth-right at full speed, stop him quickly, suddenly, firm, and close on his Buttock, and mark that you make not your Career too

too long, nor too short ; the one weakens, and the other hinders the discovery of his true Wind and Courage ; therefore let not the length of your Career extend above six-score Yards ; and be sure you give him some little Warning by your Bridle-hand, before you start him, and then stop him firmly and strongly.

T H U S much for the War-Horse, or great Saddle.



Of the Horse of Pleasure.

I F you will make your Horse to bound aloft, you must first trot about sixteen Yards, then stop him, and when he hath advanced twice, straiten a little your Bridle-hand, and then give him the even stroke of both your Spurs together hard, which at first will only amaze him ; but if he have good Mettle and Courage, he will at length rise from the Ground by often doing it ; if he doth it, though but little, cherish him very much, then let him pause, and give him your Spurs again, and if he acts according to your Desire, cherish him again : Make him do thus three or four times a Day, till he is so perfect that

that he will do it at any time at your Spurs Command.

NEXT, teach him to Corvet thus ; hollow the Ground a Horse's length, where two Walls join together, then place a strong smooth Post by the side of the hollowness of a Horse's length, likewise from the Wall ; then over-against the Post fasten an Iron-ring at the Wall ; this done, ride your Horse into the hollow Place, and fasten one of the Reins of the Cavezan to the Ring, and the other about the Post ; then (having first cherished your Horse) make him advance by the help of the Calves of your Legs, twice or thrice together, then let him pause ; after this (cherishing him again) advance him half a score times together, and daily encrease his Advancings, till you perceive he hath got such a Habit therein, that he will by no Means go forward, but keeping his Ground certain, advance both before and behind of an equal height, and keep just and certain Time with the Motions of his Legs ; and if he raise his hinder Legs not high enough, you must have some Body behind, who having a Rod, must gently jerk him on the Fillets, to make him raise his hinder Parts. By taking this Course, in a few Days you will so teach your Horse to Corvet, that without

out any Helps, at any Time and Place, you may make him Corvet at your Pleasure.

I need not speak of the *Capriole*, since it is the same manner of Motion as the *Corvet*, only it is done forward, gaining Ground in the Salt, raising his hinder Parts as high or higher than the foremost.

IF you wou'd have your Horse go side-long on either Hand, you must draw up your Bridle-hand strait; and if you would have him go on the right Hand, lay your left Rein close to his Neck, and the Calf of your Leg close to his Side, making him put his left Leg over his right; then turning your Rod backward, gently jerking him on the left hinder Thigh, make him bring his hinder Parts to the right Side also, and stand in an even Line as at first; then make him move his Fore-parts more than before, so that he may, as it were, cross over the even Line, and then make him bring his hinder Part after, and stand in an even Line again; and this do till by Practice he will move his Fore-parts and Hinder-parts both together, and go side-long as far as you please; and if you would have him go on the Left-hand, do as before.

To conclude, these are the most material Lessons requisite to be taught any Horse whatever, either for Service or Pleasure, which, if taught your Horse with Care and Patience, you may conclude your Horse perfect and complete. But be sure you observe this, that whatever Lesson your Horse is most imperfect in, with that Lesson, even when you ride, begin and end ; repeating every one over, more or less, lest want of Use breed Forgetfulness; and Forgetfulness absolute Ignorance.



II. Of RACING.

FOR the compleating a Gentleman's Delight in the Art of *Racing*, he is to take special Cognizance of these subsequent Rules and Orders.

FIRST, He is to consider what is the most convenient Time to take his Horse from Grass, which is about *Bartholomew-tide*, the Day being dry fair and pleasant ; as soon as he is taken up, let him stand all that Night in some convenient dry Place to empty his Body ; the next Day put him into a Stable, and feed him with
Wheat-

Wheat-Straw, but no longer ; for though the Rule be good in taking up Horses Beilies after this Manner, yet if you exceed your time in so doing, this Straw will straiten his Guts, heat his Liver, and hurt his Blood ; therefore what you want in Straw let it be supplied by riding him forth to Water Morning and Evening, Airings, and other moderate Exercise. And for his Food, let it be good old sweet Hay, and clothe him according to the Weather and Temper of his Body : For as the Year grows colder, and thereby you find his Hair rise and stare about his Neck, Flanks, or other Parts, then add a woollen Cloth, or more, if need require, till his Hair fall smooth. Where note, *that a rough Coat shews want of Cloth, and a smooth Coat Cloth enough.*

A Race-Horse ought to be dressed in his resting Days twice a Day, before his Morning and Evening Watering, and must be done after this Manner : Curry him from the Tips of his Ears to the setting on of his Tail, all his Body entirely over with an Iron Comb, his Legs under the Knees and Gambrels excepted ; then dust him and curry him high again all over with a round Brush of Brittles, then dust him the second time, and rub all the loose Hair off with your Hands dipt in fair Water, and

and continue rubbing till he is as dry as at first, then rub every Part of him with a Hair Cloth ; and lastly, rub him all over with a white Linen Cloth ; then pick his Eyes, Nostrils, Sheath, Cods, Tuel and Feet very clean, then clothe him and stop him round with Wisps.

THERE is no better Water for a Race-Horse, than a running River or clear Spring, about a Mile and half from the Stable, near some level Ground, where you may gallop him afterwards ; having scoped him a little, bring him to the Water again, then scope him and bring him again, so often till he refuse to drink more for that Time ; after this, walk him home, clothe and stop him up round with great soft Wisps, and having stood an hour upon the Bridle feed him with sound Oats, dry'd either by Age or Art. If your Horse be low of Flesh, or hath a bad Stomach, add one third of Beans to two Parts of Oats, and that will recover both.

THE next Food you shall give him shall be better and stronger, and it is Bread, which you must make after this Manner : Take two Bushels of Beans, and one of Wheat, and grind them together ; then bould through a fine Range, the Quantity of half a Bushel of pure Meal, and bake it

it in three Loaves, and the rest sift through a Meal-sieve, and knead it with Water and good Store of Barm, and bake it in great Loaves: With the courser Bread feed your Runner in his resting Days, and with the finer against the Days of his Exercise and greatest Labour.

THE Times of his feeding upon the Days of his Rest, must be after his coming from Water in the Morning, an Hour after Mid-day, after his Evening Watering, and at Ten a-Clock at Night; but upon his labouring Days, two Hours after he is thoroughly cold, outwardly and inwardly, as aforesaid.

LET his Hay be dry and short; if it be sweet no matter how coarse it is, for if it be rough it will scour his Teeth. As for the Proportion of his Food, I need not prescribe a Quantity, since you must allow him according to the Goodness and Badness of his Stomach.

HIS Exercise ought to be thrice a Week, and it must be more or less, according to the Condition of his Body; for if it be foul, exercise him moderately to break his Grease; if clean, you may do as you think fit, having a Care that you discourage him not, nor abate his Mettle; and after every Exercise, give him that Night or the next Morning, a Scouring; the
best

best I know to purge a Horse from all Grease, Glut, or Filth whatever, is this, Take three Ounces of Anniseeds, six Drams of Cummin-seeds, a Dram and half of Carthamus, two Drams of Fenugreek-seed, and of Brimstone an Ounce and an half; beat all these to fine Powder, and searse them; then take of Salad-Oyl, somewhat more than a Pint, a Pound and half of Honey, and a Pottle of white Wine, then with fine white Meal knead it well into a strong Paste, and keep it by you, it will last a long Time; when you use it, dissolve a Ball thereof in a Pail of fair Water, and give it him to drink after Exercise, in the dark, lest discolouring the Water, the Horse refuse to drink. This is an excellent Scouring, and a Remedy for all internal Distempers.

Now after Exercise, cool him a little abroad before you bring him home, then house him and litter him well, rubbing him with dry Cloths till there be never a wet Hair about him, then clothe and wisp him well.

HERE note, before you air your Horse, it will be requisite to break a raw Egg into his Mouth, for it will add to his Wind. If he be fat, air him before Sunrise and after Sun-set; but if lean, let him have as much Comfort of the Sun as you can.

can. Courſing in his Cloths ſometimes to make him ſweat is not irrequiſite, ſo it be moderately done; but when without his Cloths, let it be ſharp and ſwift.

LET his Body be empty before he courſe; and to waſh his Tongue and Noſtrils with Vinegar, or to put in his Mouth e'er you back him, is wholeſom; having courſ'd him, clothe him after he hath taken Breath, and ride him home gently.

TO be ſhort, what is here defective in the right ordering of a Race-Horſe, your own Judgments may eaſily ſupply. All that you have to do, is to be careful when to take him up, how to clothe him and dreſs him, when and how to feed and water, what and how much Exerciſe is requiſite either by airing or by courſing, and his ordering after Exerciſe, and what Scourings are moſt requiſite; and that I may add a little more to your Knowledge, and conclude this Subjeſt, take theſe general Rules and Inſtructions.

1. COURSE not your Horſe hard, at leaſt four or five Days before you run your Match, leſt the Soreneſs of his Limbs abate his Speed.

2. EXCEPT your Horſe be a foul Feeder, muzzle him not above two or three Nights

Nights before his Match, and the Night before his bloody Courses.

3. AS you give your Horse gentle Courses, give him sharp ones too, that he may as well find Comfort as Displeasure thereon.

4. UPON the Match-Day let your Horse be empty, and that he take his Rest undisturbed till you lead him out.

5. SHOE your Horse every Day before you run him, that the Pain of the Hammer's Knocks may be out of His Feet.

6. SADDLE your Horse on the Race-day in the Stable, before you lead him forth, and fix both the Pommel and the Girths to his Back and Sides with Shoemakers Wax, to prevent all Dangers.

7. LEAD your Horse to his Course with all Gentleness, and give him Leave to smell to other Horses Dung, that thereby he may be enticed to stoole and empty his Body as he goes.

8. LASTLY, When you come to the Place where you must start, first rub his Limbs well, then unclothe him, then take his Back, and the Word given, start him with all Gentleness and Quietness that may, lest doing any Thing rashly, you choak him in his own Wind.

A Race-Horse ought to have all the finest Shapes that may be, but above all Things
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he must be nimble, quick and fiery, apt to flye with the least Motion. Long Shapes are tolerably good, for though they shew Weakness, yet they assure sudden Speed. The best Horse for this use is the *Arabian Barbary*, or his Bastard; not but *Gennets* are good, but the *Turks* much better.

HAVING laid you down all these Advantages for ordering your Racer, from his taking up, to the Day of his Running, I hope you will make such good use of them, that if upon an equal Match you should lay your Money on the Heels of your Horse thus ordered, he shall be so far from kicking away his Master's Stake, that the Nimbleness of his Feet shall make it double.

I might here insert the many Subtilties and Tricks there are used in making a Match, the Craft of the Betters, with the Knavery of the Riders, but that they are now too generally known by the woful Experience of too many *Racing-Losers*.



III. Of ARCHERY.

A R C H E R Y, as it is a Recreation, so it hath been heretofore, and is still in some Part of the World very useful in military Affairs, but now quite laid aside by *English* Men for fighting, there being found out more dextrous and speedy Ways to kill and destroy one another.

Y E T it is not so laid aside, but that it is used by some for Pastime, either at Butts or Rovers, and should not be forgotten by Citizens, as appears by the Continuance of that ancient Custom for every Lord-Mayor to see the Prize performed by shooting annually with the pound Arrow.

C E R T A I N L Y this shooting in the long Bow is very healthful for the Body, by extending the Limbs, and making them pliant; and it hath been necessary for a Commonwealth, in the Defence and Preservation of the Country; but since it is so little us'd now a-Days, I shall abbreviate my Discourse.

T H E R E are these Rules to be observed for shooting in the Long-Bow.

FIRST

FIRST, He must have a good Eye to behold and discern his Mark, and knowing Judgment to understand the distance of Ground, to take the true advantage of a Side-wind, and to know in what Compass his Arrow must fly ; and a quick Dexterity, to give his Shaft a strong, sharp, and sudden Loose.

SECONDLY, He must in the Action it self stand fair and upright with his Body ; his left Foot a convenient Stride before his right, both his Hams stiff, his left Arm holding his Bow in the midst stretcht strait out, and his right Arm with his first three Fingers and his Thumb drawing the String to his right Ear, the notch of his Arrow resting between his Fore-finger and Middle-finger of his Right-hand, and the Steel of his Arrow below the Feathers, upon the middle Knuckle of his Fore-finger on his Left-hand ; he shall draw his Arrow close up to the Head, and deliver on the Instant without hanging on the String.

THE best Bow is either *Spanish* or *English* Yew ; the best Shaft is of Birch, Sugar-chest, or Brazil, and the best Feathers Gray or White.

THERE are three Marks to shoot at, *Butts*, *Pricks*, or *Rovers*.

THE first is a level Mark, and therefore you must have a strong Arrow with a broad Feather.

THE second is a Mark of some Compass, yet most certain in the Distance, therefore you must have nimble strong Arrows, with a middle Feather, all of one Weight and Flying.

THE last, which is the *Rover*, is uncertain, sometimes longer, sometimes shorter, and therefore requires Arrows lighter or heavier, according to the Distance of Shooting.

IF you want Strength by debilitation in the Arm or Back, you may reap the same Pleasure by using the Cross-Bow, with which you may shoot at *Butts*, *Pricks*, or *Revers*.



IV. Of COCK-FIGHTING.

Cocking is a Sport or Pastime so full of Delight and Pleasure, that I know not any Game in that respect is to be preferred before it; and since the *Fighting-Cock* hath gain'd so great an estimation among the Gentry, in respect to this noble Recreation, I shall here propose it before all the other Games, of which I have afore
succinctly

succinctly discoursed ; that therefore I may methodically give Instructions to such as are unexperienced, and add more Knowledge to such who have already gain'd a competent proficiency in this pleasing Art, I shall as briefly as I can, give you information how you shall Chuse, Breed, and Diet the *Fighting-Cock*, with what choice Secrets are thereunto belonging, in order thus.



Of the Choice of the Fighting-Cock.

IN the Election of a *Fighting-Cock* there are four Things principally to be consider'd, and they are *Shape, Colour, Courage, and Sharp-beel.*

FIRST, as to his Shape, You must not chuse him neither too Small, nor too Large ; the first is weak and tedious in his fighting, and the other unweildy and not active, and both very difficult to be match'd ; wherefore the middle-siz'd Cock is the proper Choice for your purpose, being easily match'd, and is both Strong and Nimble.

HIS Head ought to be small, with a quick large Eye, and a strong Back,
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and

and (as Master *Markham* observes) must be crockt and big at the setting on, and in Colour suitable to the Plume of his Feathers, whether black, yellow, or reddish, &c. The Beam of his Leg must be very strong, and according to his Plume, blue, gray, or yellow, his Spurs rough, long and sharp, a little bending and looking inward.

SECONDLY, His Colour ought to be either gray, yellow, or red, with a black Breast; not but that there are many other colour'd Piles very excellent good, which you must find out by Practice and Observation, but the three former, by the Experience of most, found ever the best; the py'd Pile may serve indifferently, but the White and Dun are rarely found good for any thing.

HERE Note, That if your Cock's Neck be invested with a scarlet Complexion, it is a sign he is strong, lusty, and courageous; but on the contrary, if pale and wan, it denotes the Cock to be faint, and in Health defective.

THIRDLY, you may know his Courage by his proud upright standing, and stately tread in walking; and if he croweth very frequently in the Pen, it is a courageous Demonstration.

FOURTHLY and lastly, his narrow Heel, or sharpness of Heel, is known no other-

other-ways than by Observation in Fighting, and that is when upon every rising he so hits that he extracts Blood from his Opponent, gilding his Spurs continually, and every Blow threatening immediate Death to his Adversary.

HERE note, That it is the Opinion of the best *Cock-Masters*, that a sharp-heel'd Cock, though he be somewhat false, is better than a true Cock with a dull Heel: And the Reason is this, the one fights long, but seldom wounds; the other carrieth a Heel so fatal, that every Moment produceth an expectation of the Battel's conclusion; and though he is not so hardy as to endure the utmost hewing, so commonly there is little occasion for it, being a quick dispatcher of his Business: Now, should your Cock prove both hardy and narrow-heel'd, he is the best Cock you can make choice of.

TO conclude, make your choice of such a one that is of *Shape* strong, of *Colour* good, of *Valour* true, and of *Heel* sharp and ready.



How to breed a Cock of the Game

WHatever you do, let your Hen be of a good Complexion ; that is to say, rightly plumed, as black, brown, speckt, gray, grissel, or yellowish ; these are the right and proper Colours for a Hen of the Game ; and if she be tufted on the Crown it is so much the better, for that argues Courage and Resolution ; and if she have the addition of Weapons, they conduce very much to her Excellency.

LET her Body be large and well poked behind for the production of large Eggs ; you will do well to observe how she be-
haveth herself to her Chickens, whether friendly or frowardly, and take especial notice of her Carriage and Deportment among other Hens ; if she will receive Abuses from them without Revenge, or shew any thing of Cowardise, value her not, for you may assure your self her Chickens will be good for nothing.

By the way, take this Observation, confirmed by the Opinions of the best *Cock-Masters* both Ancient and Modern, that a right Hen of the Game from a Dung-
hill

hill Cock will bring forth very good Chickens, but the best Cock from a Dunghill-Hen will never get a Bird that's fit for the Game: Wherefore, if you intend to have a good Breed, get perfect Cocks for your perfect Hens.

THE best Season for breeding is from the encrease of the Moon in *February*, to the encrease of the same in *March*. Let her Nest be so placed that she may not be disturbed by the sight of any other Fowl, which frequently so raiseth her Choler, that the Eggs are in great Danger; let the compolure of her Nest be made of soft sweet Straw, and let it stand in some warm Place, for she is a Bird that is very tender.

THE next thing that you are to observe is, whether she turn her Eggs often or not; if she is remiss therein, you must supply her Duty, but if she save you the Labour, prize her more than ordinary. And that she may not straggle too far from her Eggs, being necessitated to seek abroad for Food, and so cool her Eggs, it will be altogether needful for you to set by her such necessary Food as you shall think fit, with some fair Water; and that she may bathe and trim her self at her Pleasure in the Place where she sitteth, let

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there

there be Sand, Gravel, and Ashes finely sifted.

THE Hen hatcheth her Chickens commonly after one and twenty Days ; observe in the Hatching to take those newly hatch'd, and wrapping them in Wool, keep them warm by the Fire-side, till the rest are disclosed : Being all hatch'd, put them under the Hen and be sure to keep her warm, and suffer not your Hen and Chickens to straggle abroad till they are above three Weeks old ; and let the Room wherein they walk be boarded, for all other Floors are either too moist, or too cold.

LET their Walk be in some Grass-court, or some Green-place, after they are a Month old, that they may have the benefit of feeding on Worms, and now and then to scour themselves with Grass and Chick-weed ; but be careful they come not near Puddles nor filthy Places, for they engender in Birds of this Nature venomous Distempers, which commonly prove fatal : For the prevention of such Maladies, by way of Antidote, give them every Morning before they range abroad, the blades of Leeks chop'd or minc'd small, and mingled among their usual Diet : Also it will be requisite to perfume their Room with burnt Penny-ryal or Rosemary. .

OBSERVE

OBSERVE to take this Course till their Sexes are distinguishable ; as soon as the Comb or Wattles are discernable, or plainly visible to the Eye, cut them away, and anoint the sore Place with Sweet-butter, till it be whole. The Reasons why their Combs or Wattles should be cut so soon are these, First, if you let them grow till they arrive to their full bigness, and then cut them, there will follow a great flux of Blood, and the least loss of Blood in feather'd Fowl is very dangerous ; if much, frequently mortal ; moreover to let them grow thus, causeth gouty thick Heads, with great Lumps ; whereas, if you take them off betime, as aforesaid, they will have Heads finely small, smooth and slender.

THE time of the separation of the Cock-Chickens is when they begin to fight with and peck one another, till which time you may let them walk with the Hen promiscuously together, but afterwards let their Walks be a-part, and that Walk is best where he may securely and privately enjoy his Hens without the disturbance and annoyance of other Cocks, for which purpose Walks at Wind-mills, Water-mills, Grange-houses, Lodges in Parks, and Concy-warrens, are very good Walks, but that the latter is somewhat dan-

dangerous, being frequently haunted with Pole-cats, and other Vermin.

LET the Place of feeding be, as near as you can, on soft dry Ground, or on Boards; if the Place be harder, as on paved Earth, or Floors plaister'd, it will so weaken and blunt their Beaks, that they will be unable to hold fast.

HERE Note, That any white Corn is good for a Cock in his Walk, and so are White-bread Toasts steeped in Drink, or Man's Urine, which will both scower and cool them inwardly.

LET not above three Hens walk with your Cock, for should you suffer more, they will tread too much, by reason of the Heat of their Nature, and by often treading they will consume their Strength, and become so debilitated, that though they have Courage enough, yet they have not Strength to perform their Parts, as they ought to do in a Battel.

OBSERVE the crowing of your Chickens ; if you find them crow too soon, that is, before six Months old, or unseasonably, and that their crowing is clear and loud, fit them as soon as you can for the Pot or Spit, for they are infallible Signs of Cowardise and Falshood : On the contrary, the the true and perfect Cock is long before he obtains his Voice,
and

and when he hath got it, observes his Hours with the best Judgment.

SUFFER not your Cock to fight a Battel till he is compleat and perfect in every Member, and that is when he is two Years old ; for, to fight him when the Spurs are but Warts compar'd to, is no sign of Discretion, for you may then probably know his Valour and Courage, but you cannot know his Worth and Goodness.

IN especial manner take Care, that your Cock's Roosting-perch be not too small in the Gripe, or so ill-placed that he cannot sit without stradling, or if it be crooked it is bad, for by these Means a Cock will be uneven Heel'd, and consequently no good Striker ; and know that a Perch either maketh or marreth a Cock : To remedy or prevent such Faults, is to have in your Roost a row of little Perches about eight Inches in length, and ten Inches from the Ground, that the Cock may with more facility ascend, and being up, is forced to keep his Legs near together : And here take notice of this Maxim amongst the best Cock-breeders, *That the Cock which is a close Sitter, is ever a narrow Striker.*

LET the Foot-stool of the Perch be round and smooth about the thickness of a Man's Arm ; or if you will have the best

best furm for a Perch, go vifit the Houfes of the moft skilful Cock-mafters, and from them all gather what is moft neceffary for your purpofe, by making infpection into their Feeding-pens and other Places ; and let the Ground underneath the Perch be foft, for otherwife, when he leaps down, he will be apt on a rough and hard Ground to hurt his Feet, infomuch that they will grow knotty and gouty.



*Of dieting and ordering a Cock for
Battel.*

IN the dieting and ordering of a Cock for Battle confifteth all the fubftance of Profit and Pleafure ; and therefore your cunning Cock-merchants are very cautious of divulging the Secrets (as they call them) of dieting, for on that depends the winning or lofing the Battle, they knowing very well that the beft Cock undieted is unable to encounter the worft that is dieted : Let others be as niggardly as they pleafe of their Experience and Obfervations, for my part I fhall be free, and fhall not conceal any thing that may tend to the propagation of the Art and Myftery of Cock-

Cock-fighting ; wherefore as to the dieting and ordering of Fighting-Cocks, take these Instructions following.

THE time of taking up your Cocks is about the latter end of *August*, for from that time till the latter end of *May*, Cocking is seasonable and in request, the Summer season being improper by reason of its great Heat.

HAVING taken them up, view them well, and see that they are sound, hard-feather'd, and full-summ'd, that is, having all their Feathers compleat ; then put them into several Pens, having a moving Perch therein, to set it at which corner of the Perch you think most convenient ; the Fashion and Form of these Pens you may have at the House of any Cocker, and therefore I shall give you no Directions how to make them ; only be advised to keep your Pens clean, and let not your Cocks want either Meat or Water.

FOR the first four Days after your Cock is penn'd, feed him with the crumb of old Manchet cut into square Bits, about a handful at a time, and feed him thrice a Day therewith, that is, at Sun-rising, when the Sun is in his Meridian, and at Sun-setting, and let his Water be from the coldest Spring you can get it.

HAVING

HAVING fed your Cock thus four Days, or so long till you think he hath purged himself of his Corn, Worms, Gravel, and other coarse Feeding ; then in the Morning take him out of the Pen, and let him *spar* a while with another Cock : *Sparring* is after this Manner : Cover each of your Cock's Heels with a Pair of *Hots* made of bombasted Rolls of Leather, so covering the Spurs that they cannot bruise or wound one another, and so setting them down on Straw in a Room, or green Grass abroad ; let them fight a good while, but by no Means suffer them to draw Blood of one another ; the Benefit that accrues hereby, is this, it heateth and chafeth their Bodies, and it breaketh the Fat and the Glut that is within them, and adapts it for Purgation.

HAVING *sparred* as much as is sufficient, which you may know when you see them pant and grow weary, then take them up, and taking off their *Hots* give them a Diaphoretick, or Sweating, after this Manner : You must put them in deep Straw-baskets made for the Purpose, or for want of them take a Couple of cocking Bags, and fill these with Straw half Way, then put in your Cocks severally, and cover them over with Straw to the Top, then shut down the Lids and let them

them sweat; but do not forget to give them first some white Sugar-Candy, chopt Rosemary and Butter mingled and incorporated together. Let the Quantity be about the Bigness of a Walnut; by so doing you will cleanse him of his Grease, increase his Strength, and prolong his Breath.

TOWARDS four or five a-Clock in the Evening take them out of their Stoves, and having lickt their Eys and Head with your Tongue, and put them into their Pens, and having filled their Throats with square-cut Manchet, piss therein, and let them feed whilst the Urine is hot; for this will cause their Scouring to work, and will wonderfully cleanse both Head and Body.

AFTER this, diet your Cocks with a Bread made after this Manner: Of Wheat-meal, and Oatmeal Flour, take of each a Gallon, and knead them into a stiff Paste, with Ale, the Whites of half a Score Eggs, and some Butter; having wrought the Dough very well, make it into broad thin Cakes, and when they are four Days old, cut them into square Pieces; I will not advise you to use (as some impudently do) Liquorish, Aniseeds, or rather hot Spices among your forsaide Ingredients; for they will
make

make a Cock so hot at the Heart, that upon the concluding of the Battle, he will be suffocated and overcome with his own Heat. In short, that Food is best which is most consentaneous to his own natural feeding.

THE second Day after his *sparring*, take your Cock into a fair green Close, and having a Dunghill Cock in your Arms, shew it him, and then run from him, that thereby you may intice him to follow, you permitting him to have now and then a Blow, and thus chase him up and down about half an Hour; when he begins to pant, being well heated, take him up and carry him home, and give him this Scouring; Take half a Pound of fresh Butter, and beat it in a Morter with the Leaves of *Herb of Grace*, *Hyssop* and *Rosemary*, till they all look like a green Salve; give him thereof a Piece as big as a Walnut, and then stowe him as aforesaid, till Evening, then feed him according to former Prescription.

THE next Day let him feed and rest, and sparr him the next Day after; thus do every other Day, for the first Fortnight, either *sparring* or chafing, and after every Heat a Scouring, which will keep him from being faint and pursie.

FEED

FEED him the second Fortnight as you did the first, but you must not *sparr* him or *chafe* him above twice a Week, observing still, that if you heat him much, you must stove him long, and give him a greater Quantity of Scouring. When well in Breath, slight Heats, small Scourings, and little Stoving will serve the Turn.

THE third Fortnight (which is a time sufficient for ordering a Cock for the Battle) you must feed him as aforesaid, but you must not *sparr* him at all for fear of making his Head sore, but you may moderately *chafe* him twice or thrice in that Time as aforesaid, then give him his Scouring, rolled well in brown Sugar-Candy, which will prevent the Scouring from making the Cock sick; now may you let him fight, having first let him rest four Days, observing that he come empty into the Pit.

The right Way of Cock-Matching.

OF all Things have a special Care how you match your Cock; for should you feed your Cock with never so much circumspect Care and Prudence, it will avail nothing if your Cock be over-matched.

IN Matching take Notice of these two things ; first, the Length of Cocks ; secondly, the Strength of Cocks : For the Length, if your Adversaries be too long, yours shall hardly catch his Head, and so be incapable of endangering Eye or Life ; and if he be the stronger he will overbear your Cock, and not suffer him to rise and strike with any Advantage.

THE Length you may judge of by the Eye, when you gripe the Cock by the Waste, and make him shoot out his Legs, in which Posture you shall see the utmost of his Height, and so compare them together, being herein governed by your Judgment ; his Strength is known by the Thickness of his Body. Take this for a Rule, *That a Cock is ever held the strongest, which is the largest in the Garth.*

YOU shall know the Dimensions of the *Garth* by the Measure of your Hands, Griping the Cock about from the Points of your great Finger to the joints of your Thumbs, and either of these Advantages by no Means give your Adversary ; if you doubt loss in the one, be sure to gain in the other ; for the weak long Cock will rise at more Ease, and the short strong Cock will give the surer Blow.

How to prepare Cocks for Fight.

SINCE all Cocks are not cast in one Mold, the Advantages on either Side must be reconciled by Matching; and having made an equal Match as near as you can, you must thus prepare him to fight.

FIRST, With a Pair of fine Cock-Shears cut all his Main off close unto his Neck from the Head to the setting on of the Shoulders: Secondly, clip off all the Feathers from the tail close to his Rump, the redder it appears the better is the Cock in Condition. Thirdly, take his Wings and spread them forth by the Length of the first rising Feather, and clip the rest slope-wise with sharp Points, that in his rising he may therewith endanger an Eye of his Adversary. Fourthly, scrape, smooth, and sharpen his Spurs with a Pen-Knife. Fifthly, and lastly, see that there be no Feathers on the Crown of his Head for his Adversary to take hold of; then with your Spittle, moistening his Head all over, turn him into the Pit to move his Fortune.

How

How to order Cocks after Battle, and how to cure Wounds.

TH E Battle being ended, immediately search your Cock's Wounds, as many as you can find ; suck the Blood out of them, then wash them well with warm Urine, and that will keep them from rankling ; after this give him a roll or two of your best Scouring, and so stowe him up as hot as you can for that Night ; in the Morning, if you find his Head swelled, you must suck his Wounds again, and bathe them again with warm Urine, then take the Powder of Herb *Robert*, and put it into a fine Bag, and pounce his Wounds therewith ; after this give him a good Handful of Bread to eat out of warm Urine, and so put him into the Stove again, and let him not feel the Air till the Swelling be fallen.

IF he hath received any Hurt in his Eye, then take a Leaf or two of right Ground Ivy, that which grows in little Tufts in the Bottom of Hedges, and hath a little rough Leaf ; I say, take this Ivy and chew it in your Mouth, and spit the Juice into the Eye of the Cock, and this will not only cure the present Malady, but prevent the Growth of Films, Haws,

Haws, Warts, or the like, destructive to the Eye-sight.

IF after you have put out your wounded Cocks to their Walks, and visiting them a Month or two after, if you find about their Head any swollen Bunches hard and blackish at one End, you may then conclude in such Bunches there are unsound Cores, which must be opened and crush'd out with your Thumbs ; and after this, you must suck out the Corruption, and filling the holes full of fresh Butter, you need not doubt a Cure.

*Cures for some Distempers in a Cock, Chick,
or Hen of the Game.*

THE Pip is a white thin Scale growing on the Tip of the Tongue, by which means Poultry in general cannot feed ; it is very visible to the Eye, and proceedeth from foul Feeding or want of Water ; it is cured by pulling off the Scales with your Nail, and rubbing the Tongue with Salt.

THE Roop is a filthy Boyl or Swelling on the Rump of the Cock, Hen, &c. and will corrupt the whole Body. It is known by the itaring and turning back of the Feathers. For the Cure, you must pull away the Feathers, and open the
Sore

Sore to thrust out the Core, then wash the Place with Water and Salt, the Cure is effected.

IF your Cock or Hen have the Flux, which happeneth by eating too much moist Meat, you may cure them by giving them scalded Pease-bran; but if they cannot mute, anoint their Vents, and give them Corn steep'd in Man's Urine.

LICE is a common Infirmary among them, proceeding from corrupt Food, or for want of Bathing in Sand, Ashes, or the like: This Malady you must Cure in taking Pepper beaten to Powder, and mixing it with warm Water, wash them therewith. If they are troubled with sore Eyes, taking a Leaf or two of Ground-Ivy, and chewing it well in your Mouth, spit the Juice thereof into their Eyes, and it will presently heal. What other Infirmities are incident to these Birds of Game, I shall leave, and their Cures, to your own Practice and Observation.



An Excellent and Elegant Copy of
 VERSES upon two Cocks fighting,
 by Dr. R. Wild.

GO, you tame Gallants, you that have
 a Name,
 And would accounted be, Cocks of the Game;
 That have brave Spurs to shew for't, and
 can crow,
 And count all Dunghill Breed that cannot
 show
 Such painted Plumes as yours; which think't
 no Vice,
 With Cock-like-Lust, to treat your Cocka-
 trice.
 Tho' Peacocks, Woodcocks, Weathercocks
 you be,
 If y'are not Fighting-Cocks y'are not for me.
 I of two feather'd Combatants will write;
 And he that means to th' Life to express their
 Fight,
 Must make his Ink the blood which they did
 spill,
 And from their dying Wings must take his
 Quill.

NO sooner were the doubtful People set,
 The Match made up, and all that
 would had bet ;

L

But

*But strait the skilful Judges of the play
Brought forth their sharp-beel'd Warriors;
and they*

*Were both in Linen Bags, as if 'twere meet
Before they dy'd, to have their Winding-sheet.
Into the Pit they're brought, and being there
Upon the Stage, the Norfolk Canticleer
Looks stoutly at his ne'er before seen Foe,
And like a Challenger began to crow,
And clap his Wings, as if he would display
His Warlike Colours, which were black and
grey.*

*Mean Time the wary Wisbich walks and
breathes*

*His active Body, and in Fury wreathes
His comely Crest, and often looking down,
He whets his angry Beak upon the Ground.
This done they meet, not like that Coward
Breed.*

*Of Ælop; these can better fight than feed:
They scorn the Dungkill, 'tis their only Prize,
To dig for Pearls within each other's Eyes.
They fought so nimbly, that 'twas hard to
know,*

*To th' Skilful, whether they did fight, or no;
If that the Blood which dy'd the fatal Floor,
Had not bore Witness of't. Yet fought they
more;*

*As if each Wound were but a Spur to prick
Their Fury forward. Lightning's not more
quick,*

Or

Or red, than were their Eyes : 'Twas hard
to know,

Whether 'twas Blood or Anger made them so.
I'm sure they had been out, had they not
stood,

More safe, by being fenced in with Blood.
Thus they vy'd Blows ; but yet (alas) at
length,

Altho' their Courage were full try'd, their
Strength,
And Blood began to ebb. You that have
seen.

A watry Combat on the Sea, between
Two angry, roaring, boiling Billows, how
They march, and meet, and dash their cur-
led Brow ;

Swelling Like Graves, as tho' they did in-
tend

T'intomb each other e'er the Quarrel end ;
But when the Wind is down, and blust'ring
Weather,

They are made Friends, and sweetly run to-
gether ;

May think these Champions such ; their
Blood grows low,

And they, which leap'd before, now scarce
can go :

Their Wings, which lately, at each Blow
they clapp'd,

(As if they did applaud themselves) now
flapp'd.

*And having lost th' Advantage of the Heel,
Drunk with each other's Blood, they only
reel:*

*From either Eyes such Drops of Blood did fall,
As if they wept them for their Funeral.*

*And yet they fain would fight; they came so
near;*

*Methought they meant into each other's Ear
To whisper Wounds; and when they could not
rise,*

*They lay and look'd Blows int' each other's
Eyes.*

*But now the tragick Part! After this Fit,
When Norfolk Cock had got the best of it.*

*And Wisbich lay a dying, so that none,
Tho' sober, but might venture Sev'n to One;
Contracting, like a dying Taper, all*

*His Strength, intending with the Blow to fall,
He struggles up, and having taken Wind,
Ventures a Blow, and strikes the other blind.*

*And now poor Norfolk, having lost his Eyes,
Fights only guided by Antipathies:*

*With him (alas!) the Proverb holds not
true,*

*The Blow's his Eyes ne'er saw his Heart must
rue.*

*At length, by Chance, he stumbled on his Foe,
Not having any Pow'r to strike a Blow.*

*He falls upon him with his wounded Head,
And makes his Conqueror's wings his Fea-
ther-Bed:*

Where

*Where lying sick, his Friends were very
charie*

*Of him, and fetch'd in Haste a Pothecary;
But all in vain, his Body did so blister,
That 'twas incapable of any Glyster;
Wherefore, at length, opening his fainting Bill,
He call'd a Scriv'ner and thus made his Will.*

IMprimis, Let it never be forgot,
*My Body freely I bequeath to th' Pot,
Decently to be boil'd, and for its Tomb,
Let it be buried in some hungry Womb.*

*Item. Executors I will have none,
But he that on my Side laid Sev'n to One:
And, like a Gentleman that he may live,
To him, and to his Heirs, my Comb I give,
Together with my Brains, that all may know,
That oftentimes his Brains did use to crow.*

*Item. It is my Will toth' weaker Ones,
Whose Wives complain of them, I give my
Stones;*

*To him that's dull I do my Spurs impart;
And to the Coward I bequeath my Heart:
To Ladies that are light, it is my Will,
My Feathers shall be given; and for my Bill
I'd giv't a Taylor, but it is so short,
That I'm afraid he'll rather curse me for't:
And for th' Apothecaries Fee, who meant
To give me a Glyster, let my Rump be sent.*

*Lastly, because I feel my Life decay,
I yield and give to Wisbich Cock the Day.*

Of

V. Of BOWLING.

Bowling is a Game of Recreation, which if moderately used is very healthy for the Body, and would be much more commendable than it is, were it not for those Swarms of Rooks, which so pester Bowling-Greens, Bares, and Bowling-Alleys, where any such Places are to be found, some making so small a Spot of Ground yield them more annually than fifty Acres of Land shall do elsewhere about the City ; and this done, cunning, betting, crafty matching, any base playing booty.

IN Bowling there is a great Art in chusing out the Ground, and preventing the Windings, Hanging, and many turning Advantages of the same, whether it be in open wide Places, as Bares, and Bowling-greens, or in close Bowling-Alleys. Where note, that in Bowling, the chusing of the Bowl is the greatest Cunning. Flat Bowls are best for close Alleys ; round byassed Bowls for open Grounds of Advantage, and Bowls round as a Ball for Green Swarths that are plain and level.

THERE is no advising by writing how to bowl, Practice must be your best Tutor, which must advise you the Rising, Falling, and all the several Advantages that are to be

be had in divers Greens, and Bowling-Alleys; all that I shall say, have a Care you are not in the first Place rook'd out of your Money; and in the next Place you go not to these Places of Pleasure unseasonably; that is, when your more weighty Business and Concerns require your being at home, or somewhere else.

The Character of a Bowling-Alley and Bowling-Green.

A Bowling-Green, or Bowling-Alley, is a Place where three Things are thrown away besides the Bowls, viz. Time, Money and Curses, at the last Ten for One. The best Sport in it, is the Gamesters, and he enjoys it that looks on and bets nothing. It is a School of Wrangling, and worse than the *Schools*; for here Men will wrangle for a Hair's Breadth, and make a Stir where a Straw would end the Controversy. Never did *Mimick* scrue his Body into all the Forms these Men do theirs; and it is an Article of their Creed, that the bending back of the Body, or scruing in of their Shoulders, is sufficient to hinder the Over-speed of the Bowl, and that the running after it adds to its Speed. Though they are skilful in Ground, I know not what Grounds they have for
loud

loud lying, crying, sometimes, the Bowl is gone *a Mile, a Mile, &c.* when it comes short of the Jack by six Yards ; and on the contrary, crying, *Short, short*, when he hath overbowled as far. How senseless these Men appear, when they are speaking Sense to their Bowls, putting Confidence in their Intreaties for a good Cast ! It is the best Discovery of Humours, especially in the Losers, where you may observe fine Variety of Impatience, whilst some fret, rail, swear, and cavil at every Thing, others rejoice and laugh, as if that was the sole Design of their Creation.

To give you the Moral of it, it is the Emblem of the World, or the World's Ambition, where most are short, over, wide or wrong byassed, and some few juggle in to the *Mistress*, Fortune ! And here it is as in the Court, where the nearest are the most spighted, and all Bowls aim at the other.

F I N I S.

